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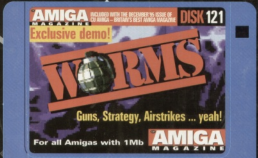

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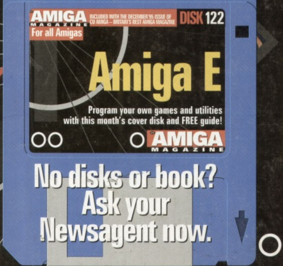

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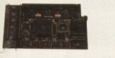

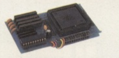

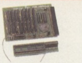

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This Month's Features

Programming 26

OS
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Sequential

Our incredibly powerful *Amiga E* cover disk is just what you need to get into programming. Writing your own software is one of the most rewarding things you can do with your Amiga but where do you start? In plain English we explain the concepts behind programming, and guide you through all the available languages to help you decide which is best for you. We'll have you writing those killer applications in no time!

Pedal to the Metal 32

There's a revolution going on in computer game soundtracks. With the advent of CD-ROM as the most popular computer medium, development teams are now recruiting professional recording artists to provide superior audio tracks. Now there's no limit to the sounds that a computer game can make – even convincing heavy rock tracks are now possible. We venture into the studios of one of the Amiga's more exciting development teams to find out just how they do it.

Death Becomes Her 35

Ruth Lingford is probably best known for her erotic animation "What She Wants", which was created on the Amiga using *DPaint 4*. Her latest animation Death and the Mother is to be televised next year with a budget of £55,000. She spoke to CU Amiga Magazine about this new project and what part the Amiga had to play in it.

Public Domain

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- **Blizzard 1230 IV** 70
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- **Demo Maniac** 74
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- **Info Nexus 2** 76
  A pretender to the Directory Opus throne gets an update, along with a bonus database thrown in.
- **DICE C 3** 79
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- **Amiga M1438S Monitor** 83
  The brand new official Amiga monitor has arrived. We give it a thorough testing.
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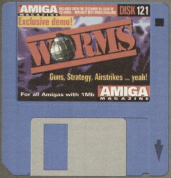

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Amiga E 10

You could hardly ask for a faster or more flexible programming language than *Amiga E*, and it's on this disk in its entirety. There's also a guide book! Follow in the footsteps of great Amiga programmers and code your very own applications, games, utilities and more in super-fast *Amiga E*.

Worms 13

They may be squidgy and squashy but don't try any funny business with these worms or they'll blast you into next week. The much, much awaited demo of the game that everyone is talking about is here: *Worms*. Remember you saw it on CU Amiga's cover disk first. Have hours, no years of fun with this excellent snippet of the game, kindly donated to us by Ocean and Team 17.

Games

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Dungeon Master II 56

- **Hillsea Lido** 40
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- **Atrophy** 41
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- **Coala** 55
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  Yet another *Sensi* contender throws down the gauntlet. Has the king finally been beaten or is it another one for the 'failed sensi beaters' pile?

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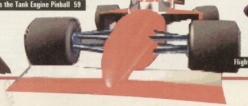
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Editorial

Welcome to CU Amiga Magazine. If you are a new reader who has just purchased an Amiga, or if you are a regular reader you should enjoy this issue. Not only do we have a review and cover disk of what is quite possibly the game of the year (no offence to *Sensi* fans), we've also cover mounted a full and fast C-style programming language and guide book. If you are an experienced programmer you should find *Amiga E* very useful. If you dabble in programming or are new to the subject you will no doubt find it difficult to use and understand, but spend some time on it and the fruits of your efforts will show.

Last month's CD-ROM issue proved exceedingly popular, but if you couldn't get hold of it try again. Because it went on sale a week late we have had its on-sale date extended by a week so if you wanted one and didn't get it you should ask your local WH Smiths or Menzies about it now. They may still have some left!

On one final note, if you are a new reader with a new Amiga A1200, then I hope the Complete Guide that came with it (see news) was useful. If it started you off with the basics then our aim has been achieved.

Alan Dykes, Editor

Buying

Subscriptions 128
Did you miss out on last month's CD-ROM edition? Yes, well if you were a subscriber you would have received a CD-ROM with this issue of the magazine. Don't miss out. Make sure you subscribe now, otherwise you might miss the boat on any of future promotions. and you wouldn't want that now would you? You would? Well, you must be reading the wrong magazine then.

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3D ray tracing software is the subject of our buyers guide this month. Find out which is right for you on page 100.

OctaMED 5.04 102
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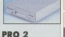

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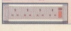

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Amiga E
Program your own games and utilities with this month's cover disk and FREE guide!
AMIGA MAGAZINE

What sets the Amiga apart from the consoles is the fact that you can create your own programs and games, so you are not limited to forking out huge wads of cash for someone else's software. You can be the designer, writer and producer of your very own masterpiece. You already have the programming language, now all you need are some good ideas and a bit of dedication!

Quick and easy

Amiga E is a superb programming language by Wouter van Oortmerssen, designed specifically for the Amiga. There are a number of other languages available for the Amiga, but *E* is probably the best for one very good reason: the compiler works extremely quickly! This means you don't have to hang around for ages before you can actually run your programs.

Obviously, this has a dramatic effect on the development cycle of a typical program. But it also makes programming a lot more fun, since you can see the effect of small changes to your program much more quickly. Your creativity is not sapped by having to wait for the compiler!

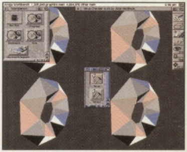
A lot of people already know the benefits of Amiga E, and some of the more notable ones are Paul Nolan (who wrote the amazing *Photogenics* in E) and Chad Randall (author of the icon editor, *Iconian*). From just these two examples it should be clear that *Amiga E* is a real, professional programming language that is more than capable of producing spectacular software. The only limit is your own abilities!

The *Amiga E* v3.1i package on this month's cover disk contains a the full, registered compiler. Unlike the PD demo version, this is not limited in size of the executable programs it can produce, so you can now enjoy the full power of *Amiga E*.

Installation

Amiga E is very easy to use. Once you've unarchived the cover disk onto the three blank disks, all you really need is the main disk, 'Amiga_E_v3.1i', and the modules disk, 'EModules'. The third disk contains a lot of example programs which will help you learn the language. Hard-disk installation is very simple and is described below.

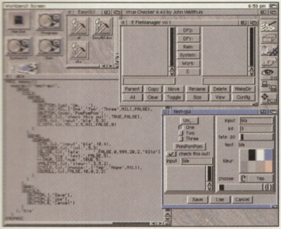
Boot your Amiga from the first disk and double-click on the disk icon to open a window with a



▲ Just what you always needed; donuts on your Workbench, all courtesy of Amiga E. Just try that with AMOS.

Key Features

- Very user friendly
- Easy to get to understand
- Compiles quickly
- Runs fast



▲ Creating your own GUI front end for a program is as easy as pie with Amiga E.

Shell icon. Double-click on this icon to get a Shell. Make sure the modules disk is write-enabled, since we are going to create a program and write it on the disk. If you've not got a hard-disk, but you have two floppy drives then you could put the modules disk in the second drive, where you can leave it. Otherwise you'll need to follow the usual Amiga requests and swop disks a bit.

At the Shell prompt, type:

```
cd Emodules:Src
```

Now we can try compiling a simple program. Enter the following in the Shell:

```
ec HelloWorld.e
```

The E compiler, 'ec', will do its bit and produce the program HelloWorld on the disk. To run the program type the following:

```
HelloWorld
```

All it does is print "Hello World!" back at you, but this is just a simple example – we have to start somewhere! If you have Workbench 2.0 or better then you can try the editor which was designed for use with E. It's called 'EE' and can be found in the 'C' directory on the main disk. This great editor by Barry Wills is another good example of what you can do with E. Read the documentation in 'Tools/EE/Docs' on the main disk for more details.

Hard disk

It is very easy to set up *Amiga E* to run from hard disk. All you need is the compiler, 'ec', on your path and an assignment of 'EModules:' to the location of the modules. For example, the following shows how to install *Amiga E* to a directory 'AmigaE' on the hard disk 'dh1:'.

Using Workbench, the Shell or your favourite file manager program, create the directory 'dh1:AmigaE'. For example, using the Shell type:

```
Makedir dh1:AmigaE
```

Copy the contents of the 'Amiga_E_v3.1i' and 'Amiga_E_v3.1i_extras' disks to this directory. The 'C' directory is usually called 'Bin' on a hard disk installation so you might want to rename it.

```
Copy Amiga_E_v3.1i:#?
dh1:AmigaE all Rename
dh1:AmigaE/C
dh1:AmigaE/bin Copy
Amiga_E_v3.1i_extras:#?
dh1:AmigaE all
```

Now create a sub-directory called 'Modules' in 'dh1:AmigaE' and copy the contents of the 'EModules' disk there. You might then want to move the 'Src' directory up to 'dh1:AmigaE'.

```
Makedir
dh1:AmigaE/Modules Copy
EModules:#?
dh1:AmigaE/Modules all
Rename
dh1:AmigaE/Modules/Src
dh1:AmigaE
```

Add the following few lines to your 's:user-startup' or 's:startup-sequence':

```
Assign EModules:
dh1:AmigaE/Modules Path
dh1:AmigaE/Bin add
```

Now reboot your Amiga for the assignment to take effect and try compiling the simple example:

```
cd dh1:AmigaE/Src ec
HelloWorld.e HelloWorld
```

Learning E

On the cover of this issue is a beginners guide which should help you learn the fundamental aspects of *Amiga E*. The more advanced features are explained in the E Reference Manual, which is the AmigaGuide file 'E.guide' in the 'Docs' directory on the main disk. This was written by the author of *Amiga E*, Wouter van Oortmerssen, so should be considered authoritative.

The programs in the 'Src' directory on the modules disk and in 'Src2' on the extras disk are good tutorial examples. Some of them show how to use the various utility modules that come in the *Amiga E* package. The 'RKRMSrc' directory on the extras disk contains translations of the examples in the Rom Kernel Reference Manual (which is the official guide to programming the Amiga, and is available in four volumes: Libraries, Devices, Includes and Autodocs, and Hardware).

Here's some I made earlier

The two screenshots on these pages show two of the example programs. The first of these was written by Michael Zucchi and is a made up of spinning donuts as a Workbench backdrop (using hardly any CPU!). This is 'torus.e' in the directory 'Src2/FilledVector/examples' on the extras disk.

The other example (written by Wouter) shows how easy it is to create a font-sensitive, resizable Graphical User Interface (GUI) in E, if you use the 'EasyGUI' module. The example is 'all.e' in the 'Src2/EasyGui' directory. Another 'EasyGUI' example is a fully-working file requester which also shows how to use Amiga system functions to interrogate disks and volumes. This is 'myreq.e' in the 'Src2/EasyGUI/freq' directory.

'ShowHunk.e' in the 'Src2/Utils' directory is one of those essential utilities. It displays the hunk structure of Amiga binary files like executables and libraries, and also incorporates a full disassembler.

If you want to learn things like how to use the Exec messaging system, how to program using BOOPSI (the object-oriented system for GUI creation), or how to create a Commodity, then the place to look is the 'RKRMSrc' directory. The examples are, respectively, 'port1.e' and 'port2.e' in 'RKRMSrc/Exec_Library/Ports', 'talk2boopsi.e' in 'RKRMSrc/Intuition/Boopsi', and 'HotKey.e' in 'RKRMSrc/Commodities'.

More E sources

If you've got access to Aminet (either by the Internet, the Aminet CDs or a decent PD House) then you want to look in the 'dev/e' directory for E-specific stuff. Recently, part two of the RKRM translations has been uploaded as 'JRH-RKRM-2.lzh'. There's also a small GUI called 'EConomic' to help compile E programs from an *ARexx*-friendly editor (the archive is 'ECo092b.lha'). Two huge compilations of modules and programs are 'capus.lha' and 'capus2.lha', and if you speak German there's the EPD series of disks ('epd12.lha' through to 'epd21.lha').

For the Internet-connected there's a mailing list run by Norman Kraft. To join, send a message with 'HELP' in the body to 'amigae-request@bkhouse.cts.com'. You'll get a message back telling you how to subscribe.

Upgrades

The *Amiga E* compiler on this month's cover disk is different from the full, registered version in only one respect: this version cannot be upgraded for free. Upgrade patches are available on Aminet as they are created, but you must register v3.1i before you can use them. Once you have registered, all updates will be free. You can register by sending your money to Jason Hulanc (Dept E), Formal Systems (UK) Ltd, 3 Alfred Street, Oxford OX1 4EH. Price: £26 via disc or £23 via E-Mail.

Go and play

Amiga E gives you the power to make your Amiga do exactly what you want it to. Programming your Amiga is something which can be very rewarding, and if you're particularly good you could even earn some money. But don't let this put you off!

Watch for the tutorials on this excellent package which will be starting from next month. ■

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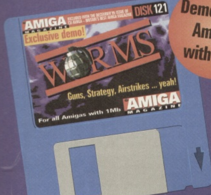
DISK 121 Worms



Demo for all Amigas with 1Mb

We've been waiting for this one rather a long time. Now it's here so you can test this excellent game out for yourself.

The best game available this Christmas? Turn to page 43 to find out. Then load up this demo and have a go for yourself. It consists of three landscape scenarios: Snow, Forest and a special CU Amiga Magazine level just for you. Each game lasts just five minutes, and although this doesn't sound very much, it will allow you to complete each level.

Total wormage

You will need to uncompress your cover disk onto two separate blank floppy disks. Do this by rebooting your machine, inserting disk 121 and following the on-screen prompts, swopping disks as instructed. For more information on loading your disk turn to page 14.

Once you have your two *Worms* demo disks, insert Disk one into into the internal drive of your Amiga and reboot it. After a couple of seconds an Ocean logo will appear followed by a Team 17 logo, then it takes about a minute or two to load the demo, depending on which Amiga you have. It's slower on an A500 than it is on an A1200. If the screen goes blank for a while before the loading screen appears don't worry everything should still be all right.

If you have an A1200 you will be asked for Disk two half way through the loading sequence. Disk two holds most of the sound samples for the demo, so you're in for a treat. Unfortunately if you have an A500 or A600 then Disk two is pretty much redundant – your machine will not be able to handle all of the samples. Don't worry though, everything else remains the same and there are enough samples to keep you happy.

Upon loading click straight onto the 'play game' option. You will then see a player select screen. The first four teams, 1up-4up, are human options, the last four (with the chip sprite beside them) are computer players. Once you have selected who you want to play with and against, click on the 'next' button then on 'friendly'. This will start the level.

Oh no ...

The computer teams are rated from useless to good, with Oh No! the worst and HRH the best. It's not a good idea to select more than two teams at a time in this demo, if you want to finish a game that is. Because it cuts out after five minutes the more players making moves, the more time is wasted and you'll end up with no result. Thus, two human or one human and one computer player is the ideal mix. You have only 30 seconds to complete your turn once one of your worms has been selected. You will see a little arrow above the currently activated worm. The object of the game is to kill off the other team, so good luck. ■

It's All A Question of Control

You will need your mouse and keyboard to play worms. Your mouse controls the cursor and if you right click you will see a menu selection which appears at the bottom of the screen. Right clicking a second time will bring up a second menu with more items on it. For a full explanation of all of these icons see the review of Worms on page 43. You can select a weapon or object simply by left clicking on the one you desire.

The cursor keys control your worm's movement and the sights you use for aiming his (or her) weapon:

- **Left: Move your worm left**
- **Right: move your worm right**
- **Up: Move your worm's aiming device up**
- **Down: Move your worm's aiming device down**
- **Return: Your worm jumps in the direction he is facing**
- **Space bar: hold down the space bar to increase the power bar, release it to stop the power bar and fire the weapon. If you're using a blow torch or drill, hit the power bar to start up and hit it again to stop.**

If you are using a homing missile, an air strike or the teleporter: first select the weapon, then a red cursor will appear on screen. Place the cursor over wherever you want to teleport or bomb and then right click. This will activate both the teleport and the air strike. To launch a homing missile you have to use the space key to activate the power bar as normal.

Ready, Aim, Fire ...

Items like the grenade are trajectory weapons. You have to aim into the air at an angle and use the power bar to judge the distance the bomb will be lobbed.

cover disks

How to load...

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DISK 121
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Guns, Strategy, Airstrikes ... yeah!
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For all Amigas with 1Mb

Amiga E

Your Amiga E cover disk contains compressed archives for three separate Amiga E system disks. Before you can use Amiga E, these archives must be expanded onto three new disks. These disks do not need to be formatted. Follow these steps to expand your disks.

1. Insert the Amiga E cover disk into the internal floppy drive and reset your Amiga. Alternatively insert the cover disk after booting your system, double click on the disk icon and then double click the CUMenu icon.

2. If you want to check for write errors during disk expansion, click the gadget marked 'Don't Verify Expand' so that it reads 'Verify Expand'. This is not essential and will slow down the expansion process slightly.

3. You can expand your disks to an external floppy disk drive if you have one connected. To change the expand device, click on the 'Expand to DF0:' gadget.

4. To expand the first of the three disks, click on the disk image marked 'Amiga E v3.1i' or press F1.

5. You will be prompted to insert a blank disk once the archive has been loaded. Do so and press Return to continue.

6. You will be asked to insert disk CU_121. Do not insert the Worms disk, but instead insert the Amiga E cover disk, which has mistakenly been named CU_121 rather than CU_122.

7. Repeat steps 4, 5 and 6, clicking on the remaining two disk images in turn and inserting another two blank disks accordingly.

8. You will now have your three Amiga E system disks. Label them according to their names on the expansion menu screen.

9. Boot from your normal Workbench system. Refer to page 10 for general operating instructions and hard drive installation.

Worms

Worms needs to be decompressed onto two separate disks before you can play the game. These do not need to be formatted, but any information contained on them will be overwritten. Write protect your cover disk, insert it into the internal drive and reset the Amiga. Now follow the on-screen prompts, swopping disks as required. When it's all finished, boot your Amiga using the first of the expanded Worms disks. ■

1UP
TOP DOG
HN KETTLEY
22
THOVEN
100
42
GA
I N E
BAZOOKA

IF YOUR DISK WON'T LOAD

We go to great trouble to ensure that the CU Amiga Magazine cover disks will work on common Amiga models. However, if you do experience problems follow this simple guide. We also vigorously virus check our cover disks on a branded virus checker. If some escape our attention we cannot assume responsibility for it.

1: Remove all unnecessary upgrades and peripherals, such as printers and modems. Some trapdoor expansions can also cause problems.

2: Follow the instructions on this and previous pages exactly.

3: If you still experience problems loading the disk call the DiskXpress helpline on 0451 810 788 between the hours of 10am and 5pm Monday to Friday.

If they advise that the disk is faulty, fill in your details in the form below, and send this form, along with the faulty cover disk and a 28p stamped self addressed envelope to:

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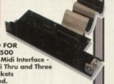

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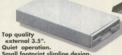

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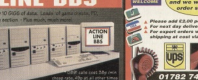

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News

Silica In Recieversship

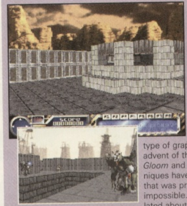
Long time Amiga seller and wholesaler and owners of the Amitek brand of peripherals, Silica, have gone into administrative recieversship. The company, which has been with the Amiga right from the beginning announced the news in mid October, but hopes that the process is temporary. Although the receiver was unavailable for comment, Amiga Technologies remained confident that it was a minor setback for the distributor and that they would be back on the rails after Christmas.

Just four months ago the Amiga's other old distributor ZCL went into liquidation, blaming their misfortune on Commodore, but Silica have done no such thing. An industry insider claimed that "they are just seeking protection from their creditors until cash flow improves. The Summer months have been bad." According to Amiga Technologies the A1200 will continue to be distributed by Silica and anyone with machines on order through them should not worry; the receiver intends to honour all orders. The other Amiga distributor, CentreSoft, remain unaffected and should be able to pick up any shortfall the Silica situation brings about.

Christmas 4000 Accelerator

The A4000/40 50MHz doubler/accelerator, known as the Doubler 4000, has just had a significant price reduction for Christmas, Blittersoft have told us. Previously priced at £399.95, it has been reduced to £299.95. Originally rated at 73% in the October issue of CU Amiga Magazine, summed up with the comment "Reasonable speed boost at perhaps too high a price", this price reduction goes some way to rectifying one of the major criticisms of the accelerator, and should add a few percentage points to this score accordingly. With a Sysinfo MIPS rating of 37.77 and good benchmark results, it looks a very attractive option, so long as the 'overclocking' doesn't lead to heat problems. Also reduced for Christmas is the *Image Vision* multimedia authoring package. Originally £149.95, Blittersoft are reducing this powerful package to £99.95 up until the new year. Look for a review in a forthcoming issue of CU Amiga Magazine.

Breathless



Foolishly someone said that texture mapped *Doom* clones 'couldn't be done' on an Amiga. Ever since that time the PD demo world has been inundated with examples of fluidly texture mapped graphic engines to bring new depths of realism. Technically the Amiga's custom chipset isn't suited to this type of graphics but with the advent of the immensely popular *Gloom* and *AB3D*, these techniques have improved to a level that was previously thought impossible. Rumours have circulated about a new game under development by an Italian group known as *Fields of Vision*. Some of the highlights are the amazingly good texture mapped artwork coupled with an engine that has variable screen sizes, resolution and detail like no other. Most impressive is the the light sourcing and complex texture mapped enemies, which even move around smoothly on only moderately accelerated Amigas. If the game has any of the actual gameplay of *Gloom* and *AB3D* it will be an essential purchase

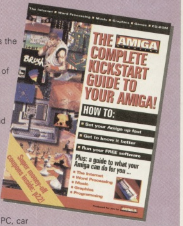
TWI and WIE Merger

Time Warner Interactive Entertainment, who are due to release *Primal Rage* on Amiga around Christmas time and Warner Interactiv Entertainment, who now own Renegade and have the rights to *ViroCop, Sensible World Of Soccer* and this month's *Flight Of The Amazon Queen* have merged. Both were originally formed out of two separate parts of the gigantic Warner Bros film, music and boo publishing empire.

Although their long term plans for the Amiga are uncertain, the merged company is still believed to be publishing *Chaos Engine 2* i the Spring. To contact the Warners phone 0171 391 4300.

Amiga Production hits 15,000

By the time you read this the production of the Amiga Magic 1200 will have topped 15,000, over half of which will have gone on sale here in the UK. We visited the factory in France where it is being made during October and witnessed two production lines running the Amiga alongside PCs and other computer related kit. Don't worry though, you're not likely to get a Pentium chip instead of your Motorola. Solectron, the manufacturers are a multi billion pound company producing components for a wide range of PC, car and other sectors, including Amiga. To add to this good news, your favourite magazine has a special issue going into each UK Amiga Magic pack. Called the Complete Kickstart Guide To Your Amiga it's been written by journalists from CU Amiga Magazine and is the most comprehensive, yet easy to use starting point for all new A1200 users.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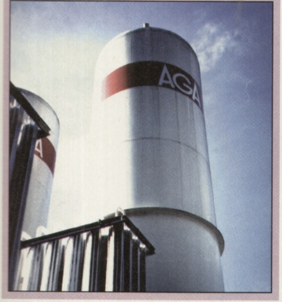
Caption Compo

We photographed these towers outside the Solectron Amiga factory in France. There are two subscriptions on offer as prizes for the people who can 1. tell us what they are actually are and 2. provide a 10-20 word caption for the picture. Only one sub is available per person, but by all means answer both questions.

Send all entries marked 'Twin Towers Competition' to the usual address by December 20th.



Another Squirrel Surfs In

Perhaps the Amiga's most serious limitation is its serial port. Unchanged since the original A1000, it's barely capable of keeping up with modern day modems and easily loses data if the CPU is overly taxed. To address this problem, HiSoft have announced the 'Surf Squirrel' which is an updated Squirrel SCSI interface featuring a faster and more efficient SCSI controller chip and a new high speed serial port, priced at £99. Capable of up to 300,000 bps, it would be suitable for networks as well as modem communications with the Internet. Review to follow. For more information, call HiSoft on 01525-718181.

Pleasance Music

Former Commodore boss David Pleasance has set up his own recording studio in partnership with two musicians to produce soundtracks for games, films etc. They will also be recording commercial music, with a band called Passion being their first shot at this. The album will be called Everybody's Girlfriend and is claimed by David to be inspired by the Amiga (Amiga meaning girlfriend in Spanish). The songs are written by David and his partners and the music is being written and complied using an Amiga 4000 with *Bars and Pipes*. For some of the more difficult and complicated bits they have been reduced to using a Mac though. "There was nobody able to help us with *Bars and Pipes* at the level we are using it in this country, so because of time constraints we are using a Mac. But the Amiga remains central to sequencing and recording." The new company is called Tangent Design and they hope to have their first CD out in time for Christmas. More news next month.

World Of Amiga Now For Jan

As reported some months ago Amiga Technologies and Peter Brameld associates (organisers of last Christmas' World Of Amiga show) are in the process of organising another one. Although no venue has yet been set and ticket prices have not been announced it now seems clear than it will be going ahead in January, provided new Amiga sales pick up between now and then. If you want to get more information on this contact a show hotline on 01369 706356.

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Hisoft Announce MPEG Squirrel

Back when Commodore were churning out the CD32 in droves, buyers were drooling for the the MPEG cart which would allow you to watch Video CDs. However, Commodore went bust and Escom don't appear to have much interest in the CD32 so MPEG hasn't been widely available on the Amiga. Now though HiSoft have announced a 'Squirrel MPEG'. Not to be confused with the Squirrel SCSI, this unit is a set-top box with a SCSI connector/interface. Attached to some form of monitor or TV and any machine with its own SCSI interface, full motion video can be decompressed from hard drive or memory. In fact a computer isn't needed at all since the unit can be linked directly to a Video CD capable CD-ROM and play MPEG video direct to your TV with the provided remote control.

Of real interest to Amiga users, however, will be the ability to compress rendered animations into MPEG files and then display the results at full speed via the Squirrel MPEG. HiSoft plan to release the Squirrel MPEG before January next year priced between £200 and £300. Call HiSoft on 01525-718181 for more information.

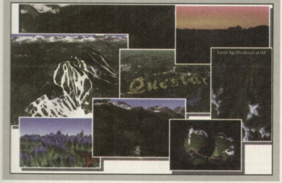
Disk Drive Network

The Canadian based AmiTrix Development have announced a new Amiga networking system call AmigaLink. Bundled with the Envoy 2.0 networking software, AmigaLink doesn't require a Zorro based Amiga as it uses the external floppy disk drive port. This method means that AmigaLink can handle a transfer rate of 450,000 bits per second via Direct Memory Access (DMA) which means CPU usage is far lower than parallel solutions. Capable of networking up to 20 machines it is supplied with AmigaLink 2.0 networking software which is capable of running on OS 1.3 machines. Expect a full review soon.

Also from the AmiTrix stable is a hard drive interface for the A570 and the CDTV known as 'SCSI-TV'. Being a full specification SCSI interface supporting the Rigid Disk Block standard, SCSI direct and auto-booting, SCSI-TV should be of keen interest to owners of those machines. Call AmiTrix Development on +1-403-929-8459 or E-Mail them on sales@AmiTrix.com for further information.

World Construction Set

BlitterSoft announced UK distribution of the *World Construction Set*. A package similar to *Vista* in that it creates very realistic rendered landscapes as seen below. Reviewed in next month's CU Amiga Magazine, the package retails for £119.95. Call BlitterSoft on 01908-261466 for more details.



Charts

There are a couple of surprise re-entries in the charts this month. Whether this has to do with new Amiga owners buying old (but startlingly good) games or not it's difficult to tell but the re-entry on Indy, Monkey Island and Syndicate is good news.

1. Player Manager 2	**Virgin**
2. Sensi World Of Soccer	**Virgin**
3. Monkey Island 2	**US Gold**
4. Beau Jolly Compilation	**Beau Jolly**
5. Indiana Jones and Fate Of Atlantis	**US Gold**
6. Formula 1	**Domark**
7. Ultimate Soccer Manager	**Impressions**
8. PM3 Multi Edit	**Gremlin**
9. Sensible Golf	**Virgin**
10. Syndicate	**EA**

The Stateside Column:

By Jason Compton

At last, we have a winner. Service Management Group, the company that provided warranty service to American Amiga owners during some of the Commodore years, has been chosen by Amiga Technologies as the first direct distributor for new machines in North America. In addition, Software Hut, a large North American mail order house, claims they also have been chosen. As Gilles Bourdin, Marketing Director for Amiga Tech informed an impromptu press conference on IRC, SMG's contract was for non-exclusive distribution through the end of 1995.

As this issue goes to print, both SMG and the North American Amiga Technologies office are waiting for the final word on this situation, as both seem to feel that the plans will be more long-term. The only comment on Software Hut's status came from a company representative who categorised the agreement as "verbal." On the heels of this news, orders are already being taken for new Amiga 4000 Towers, the only machines that will be available on this continent before Christmas. SMG has been told by Amiga Tech that Amiga 1200s, built for NTSC standards, will be available in January. All new machines will come with the impressive software pack assembled by Amiga Tech UK's Jonathan Anderson.

Despite not having any new machines for nearly two years (even before Commodore's bankruptcy, obtaining machines in North America, particularly the US, was incredibly difficult for six months before April, 1994), Amiga users went ahead and celebrated their machines with two user-organised shows, bringing users, dealers, and celebrities together in Western and Eastern Canada in July and August, respectively. Encouraged by the success of these smaller shows, Wonder Computers Inc., which consists of a dealer chain, distribution unit and software team, is organising the World of Amiga Toronto show. The event will be held, as is tradition, at the Toronto International Centre, from December 8-10. Amiga users always seem to find something to celebrate. The fears that North America would be ignored by the head management seem to have been allayed somewhat. The Amiga market is never a boring place. There's always someone who's up to something to make life a little easier, a little more interesting, a little more worth cheering about. Here's to their continued success.

Matt Broughton's

Games in view

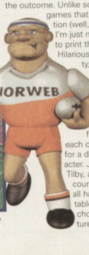
The new Amigas are finally available but are there any games developers still making products for our beloved machine? You betcha!

As if I need to tell you, one of the most important things to report at the moment is the fact that Amiga 1200s are finally back in the UK after some eighteen months' absence. The only major chain of stores to have supported the Amiga so far is **Tandy**, with 130 of their 341 stores stocking the machine, but we'll just have to wait and see how things go.

Just to prove that it's the quiet ones you have to watch out for, **Alternative Software** have a fine selection of products on their way, headed up by the sequel to the popular **Tracksuit Manager**, imaginatively titled **Tracksuit Manager 2**! (How do they think up these incredible titles?) A release date has yet to be finalised, but hopes are that it'll be out on the shelves before Christmas. There is one version in production at the moment, with the programme being sensitive to CPU capabilities and adjusting itself accordingly but producing machine-specific versions is still a future possibility. TM2 will retail at £25.99.

Rage/Traitor is the working title for a new double pack due out in November, rather unsurprisingly containing two games (weren't expecting that were you?) called, wait for it, Rage, and, Traitor. YES! I bet you're wondering how I manage to make these pages so interesting aren't you.

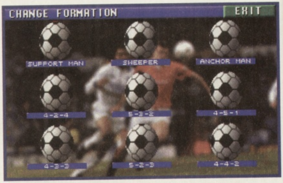
▲ Pro Rugby League: looking good on PC coming to an Amiga near you in '96.



Anyway, Rage sees you as what Alternative Software's Roger Hulley describes as 'a robot chap' flying in an overhead-action kind of way across various weird ancient alien lands. It's a basic shoot 'em up, but according to the man in charge, very atmospheric. Traitor takes the action to a side-on perspective, with an R-Type-ish joystick-melter of a blast. Both of these games are original titles, one of which has been written by Apache, the people who brought you **Death Mask**. The double pack, whatever it ends up being called, should be out in November at £14.99.

Rugby League Boss is another Alternative title to look out for in the future, with a pre-Xmas launch planned. Retailing at £14.99, RLB is a mixture of previous management game styles, with the added element of being able to step in and get involved in more arcade sections such as taking conversions after tries have been scored. Alternative's Roger Hulley is also keen to point out that the decisions you make REALLY DO affect the outcome. Unlike some other games that I can't mention (well, Roger did, I'm just not allowed to print them!)

Hilarious japes aplenty, as **Thomas Tank Engine Pinball** is at last released, featuring four tables, each one themed for a different character. James, Percy, Tilby, and, of course, Thomas, all have their own tables, each one chock-full of features and sub-games. Created by the people behind **Pinball Dream**, **Spider Soft**, this will be available at £16.99 and promises 'immense fun for kids and their parents.' Apparently.



▲ Tracksuit Manager 2: manage your favourite team to the dizzy height s of football greatness.

SPUD, a game previously known as Santa Wars has, sadly, been shelved as far as the Amiga goes, ending up as a PC-CD ROM title. However, **Penguins**, a sort of arcade/puzzle affair, is still due for a November release. Retailing at £14.99, the game promises "a mixture of the best puzzle/arcade games we've seen," according to Mr Hulley.

Future projects also worth mentioning include **Pro Rugby League**, a full sports simulator featuring huge polygon players, along with all the features you could possibly want! PRL will launch in May 1996, just in time for the Super League. It's actually being developed as a PC title to begin with, and once the team start stripping it down for the Amiga, they'll decide whether it'll be A1200 only or whether they can produce other versions. Er… oh yes, there's also a children's' painting programme called **Playdays Paint**, but I doubt you want to know about that.

And finally, for CD32 owners there are a number of projects currently under development from Alternative too, with the most imminent still having no name, but looking to feature a speed boat that attacks aliens. There's also full video footage to look forward to, along with all the usual CD32 trimmings. Oh yeah, and Thomas The Tank Engine Pinball will be available on CD format in November for £19.99. Hurrah! I hear you shout.

Team 17 have had an excellent response to a shareware version of **Worms** that's been made available on the Internet. Apparently, they're currently enjoying some 20,000 visitors a week. I'm not surprised – it's a brilliant game, and I can't wait!!

Following my flogging **Blitz Bombers** to death in The One, those clever guys at **Leading Edge** had a lot of interest, and although quite a few places turned it down due to lack of originality (short-sighted fools that they are!) the guys have decided to join forces with **Guildhall Leisure** (the company responsible for the **Acid** releases). We should see the A1200 version of the game out in the shops in November, and although there's still a little work to do on the CD32 version (mostly music) that should follow on shortly thereafter. At the moment the guys are looking at a PC port, but data disks for the Amiga are a definite possibility (with new levels, etc.) and there's even talk of a sequel to get in all those ideas they didn't have time for. Other projects include a 3D fighting game for the A1200, complete with light-sourced graphics. Oo-er!

And that, my CU chums, is the lot for this month. ■

Matt Broughton

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The Exciting world of Programming

Creating your own software is one of the most satisfying things you can do with your Amiga and once you get bitten by the bug you won't be able to stop. You've already got this month's free Amiga E language and manual, now take a look at what else is on offer.

With so many hundreds of Amiga programs to choose from and a vast repertoire of public domain software, you might be wondering if there is any need for you to slip into an anorak and learn to program at all. Why bother, when other people will do it for you?

Tch, tch you lazy so-and-so. There are plenty of good reasons for getting into programming. First of all that amazing program you have been waiting for all these years might not actually exist. Unfortunately your obscure requirements might not apply to anyone else and so you are the only person who would benefit from the program being written.

You might also be interested in career in programming: what better way is there then to proceed than to teach yourself at home?

Money always comes into the picture somewhere and releasing a good shareware program or coming up with the next big cover disk hit could make the cash registers ring with delight. As the move continues towards more and more independent companies making names for themselves in the Amiga market, you might find yourself responsible for the number one selling game at Christmas.

Or you might simply enjoy the intellectual challenge of problem solving and the artistic delights and deep satisfaction of actually creating something.

Don't Be Afraid

Many people are put off trying to program because they glimpse part seven of a programming tutorial in C and decide that there is simply no way they could even learn to program. Out come the excuses: I'm no good at maths ... I learnt BBC Basic at school and didn't understand a word of it ... the list goes on.

The good news, however, is that programming has never been easier. Of course if you have a brain the size of a planet (like someone Mat met recently), you can jump right into the deep end with *Assembler* code and write yourself the best demo since sliced bread. The rest of us will want a gentle introduction.though, and preferably one which isn't going to cost a lot of money.

Well, you are in luck as there is a language to fit every need and every level of experience. You can start off gently with a little *ARexx* (which is free) or try the more academic approach with *Pascal*. If you want to get some serious work done you can see what C can do for you, and if you really only want to write games then you could try AMOS or the far superior *BlitzBasic* system.

You don't need to be a mathematical genius to learn how to program. All you need is patience, an eye for detail and the ability to visualise problems by breaking them down into smaller parts. After that you only need some spare time, some scraps of paper and a copy of your favourite magazine, of course.

How Programming Languages Work

To understand how a programming language actually works, you need to realise exactly how stupid computers are. To be blunt, they know nothing you don't tell them and they usually forget what you tell them very quickly. There is nothing 'artificially

▲ The stunningly powerful Photogenics was originally written with Amiga E, as cover mounted with this issue of CU Amiga Magazine.

intelligent' about computers: they simply follow the list of instructions they are given.

The list of instructions is what we call the computer program and no matter what particular language it is written in there are only a set number of things which can happen.

Computers only deal with 'input' and 'output'. The purpose of a program is to generate output which depends on the input. If the input is a series of movements of a joystick, the output could be a game of *Pacman*. If the input is a list of numbers, the output could be a sum total or a bar chart.

Let's look at a very simple program and see how it works. This program has been written in *ARexx*, the language which comes built-in to all Amigas with Workbench 2 or above. I choose *ARexx* because it is relatively easy to read and because you can enter and run this program yourself if you wish: all you need to do is type it into a text editor (such as 'ed') and save it somewhere. Then use the special *ARexx* command 'rx' to run it.

```
/* Example program 1 :
Sequential execution */
a = 10 b = 6 c = a+b
say "Number 1 plus Number 2 is:" c
```

This program may be short, but it demonstrates several important principles of computer programming. The first might be obvious, but it needs to be said: the program starts at the top and works down, line after line until it either stops or it is told to go somewhere.

Secondly, it introduces the concept of variables – in this case the variables are the letters 'a', 'b' and 'c'. The letters in the program are actually locations in the Amiga's memory which the *ARexx* system has set aside. It stores the values 10 and 6 into the locations referred to by the labels 'a' and 'b'. Notice how the third variable, 'c' is given a value which is the sum of 'a' and 'b'. This value is then display on the screen with a simple message.

```
/* Example program 2 : Loops */
do count=1 to 10
say count end
```

This program demonstrates the ability of a program to repeat parts of itself. The purpose of the program is to display the numbers from 1 to 10, and one way to do this would be to use ten different say commands.

However, a short-hand way is to create a 'loop' and that is exactly what is happening between the 'do' and the 'end' statements. In the example below, the program in the middle is being executed ten times, because the variable loop is being forced to count from 1 to 10.

```
/* Example program 3 :
Conditional arguments */
do count=1 to 10
if count = 1 then say "Number 1"
if count = 10 then say "Number
10" if count > 1 & count < 10
then say "In the middle"
end
```

Programs which either run right through or just perform simple loops are rarely useful. We need some decision making, and that is what is happening in this listing. The variable count is stepping through the numbers from 1 to 10 as before, but this time the content of the loop is quite different.

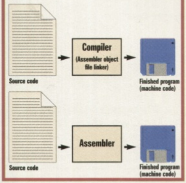
Each time the loop happens, the value of 'count' is checked several times. First of all it is checked to see if it is equal to one. If it is, a message is printed.

Then 'count' is checked to see if it is equal to 10. If it is, a different message is printed. Finally, 'count' is tested to see if it is greater than 1 and also less than 10 (that is, if it is 2, 3, 4, 5, 6, 7, 8 or 9). If this is the case, a third message is displayed.

Line-by-line execution, loops and decisions are the only things which computer programming languages need to know how to do. By combining these elements, almost anything is possible: from the simplest utility to the most complicated 3D image rendering system.

Making It Up

A Language like *C* is compiled before use: this step can involve lots of other smaller stages, and takes quite a lot of time. Extra large programs can take an hour or so if all compiled at once. *Assembly* language must also be converted into machine code before programs can be run (and they usually need to be linked as well) but this is a lot faster as each *Assembly* language instruction is equivalent to one machine code instruction. An interpreted language is converted as it is actually running: slower but easier to do.


Source code
Compiler
(Assembler object file linker)
Finished program (machine code)
Source code
Assembler
Finished program (machine code)

Why The Commotion?

You might be wondering what makes one programming language different from another. If they only perform simple instructions, then why all the fuss?

Every programming language is a trade off between ease of use and speed. It is always the case that what is easy for humans to read is difficult for computers and vice versa. For example, although *ARexx* is still obviously a programming language, it's a lot easier to understand than something like:

```
add.l  #1,pos1
move.l pos1,d0
cmpi.l #4,d0
bne    SayRoutine
move.l #0,pos1
rts
```

The above is written in *Assembler* which is definitely not designed for humans. Instead it is designed so that each statement can be directly converted into the instructions used by the Amiga's processor. So for each 'add.l' there is a single corresponding instruction in the machine code which the Amiga uses.

Compare this to *ARexx*: each line in an *ARexx* program could eventually end up being translated into hundreds or thousands of these machine code instructions, and each line of *ARexx* needs to be converted to machine code before it can be processed. An Assembler program would therefore run much faster as it's not slowed down by the translation process.

Two Different Camps

All the different languages can be split into two sections: compilers and interpreters. The difference between compiled and interpreted

▲ Skidmarks is regarded as the best example of a game written with Blitz Basic, thanks to its tremendous speed, graphics and gameplay.

▲ PD demos like Ariel pictured here are all about speed and pushing back the boundaries, so Assembly language is essential.

Which Language Is Best Suited To You? Take Your Pick...

Before you even start to program you must choose which language to use. Your decision will depend on the type of program you need to create, your experience and of course, how much you can afford.

We've rated each language in four categories. They are as follows:ease of use, speed, suitability for various applications, the form of the language and finally some examples of the language.

AMIGA E *Amiga E* is a custom programming language which only exists on the Amiga. This means it's been specifically created to make programming easier and faster than other languages which have to remain compatible with other platforms.

Amiga E is a compiled language but the ease and speed of compilation makes it almost as quick to make changes as with interpreted languages.

You can find the full version of *Amiga E* along with a manual on the cover of this month's CU Amiga Magazine.

Ease of use: moderate
Speed: fast
Suitable for: games, utilities and applications
Form: high level compiled
Examples: *Amiga E*

ASSEMBLER You can't get a lower level language than *Assembler* unless you want to enter hexadecimal numbers into a file by hand. It will take some getting used to but it is the most pure and satisfying form of coding and is the only way to create fast action games at a professional level.

Ease of use: hard
Speed: very fast
Suitable for: games, speed and critical programs
Form: low level, assembled.
Examples: *HiSoft Devpac 3*

C *C* is a lot more like English than *Assembler*, but it's still nothing like English really. *C* is the choice of many processional programmers, for although with a good compiler it provides the kind of speed offered by *Assembler*, it also manages to cram in excellent support for 'data structures' (organising information for easy processing) and the ability to create code libraries.

Ease of use: moderate
Speed: fast
Suitable for: games, utilities and applications
Form: medium level, compiled
Examples: *SAS/C, Dice*

BASIC BASIC started off as a teaching language in the 1960s but is still in use today. Originally it had many drawbacks and as it was interpreted it was dog slow. Over the years it has evolved into various streamlined and compiled forms and is often used as the basis for games programming languages such as AMOS or Blitz. Purer forms such as HiSoft's BASIC are better for utilities and Workbench-friendly programs.

Ease of use: easy
Speed: average (depends on the version)
Suitable for: simple games and utilities
Form: high level, compiled (some versions interpreted)
Examples: *HiSoft Basic, Blitz, AMOS*

ARexx It's free, so it can't be all bad. In fact, *ARexx* is very powerful. It looks a little like BASIC but is a lot less fussy. It's easy to program and best of all you can use it to control the features of any application program which has an *ARexx* port.

Ease of use: easy
Speed: fairly slow
Suitable for: simple utilities, linking programs
Form: high level, interpreted
Examples: *ARexx* (free with Workbench 2 and up)

PASCAL If the polytechs taught BASIC, the universities taught Pascal. It is much more structured than BASIC and teaches a better style. The HiSoft implementation is superb and can be used for almost anything C would be used for, but is still easier to use.

Ease of use: moderate
Speed: fast
Suitable for: utilities, games, applications
Form: compiled
Examples: *HiSoft HighSpeed Pascal*

OTHERS There are plenty of other examples of programming languages around from versions of FORTH (a language written to control radio telescopes which has amassed a cult following) to more structured and data orientated environments such as Oberon.

Finally, let's not forget FORTRAN, COBOL and LISP: none of which, however, are particularly useful on the Amiga.

languages is in the way they are translated to machine code.

Compiled languages do the conversion all in one go. The compiler program takes the source code – the lines of text and gobbledegook you type into a text editor – and converts it into machine code. There are usually a few intermediate steps as it gets converted into an object line and then linked with extra libraries and so on to produce the finished executable code.

The advantage of compiling a program is that it will execute (run) very quickly: good compilers can produce machine code which is pretty close to being as good as even a dedicated programmer could create by hand. The finished program will also 'stand alone' which means that no other programs are necessary to use it, and you can sell it or give it away as you see fit.

The disadvantage is that the compilation process itself is lengthy and complicated: compilers are not easy to write and so are usually expensive. Languages such as *C* and *E* are compiled.

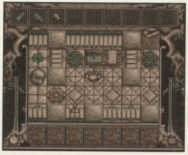
Interpreted languages are different. In this case a separate program looks through the source code line by line, and translates and executes it on the fly. Obviously this is slightly slower but it does make developing programs quite a lot easier (you can make a change and see what happens without having to re-compile the entire program) and as interpreters are easier to create they tend to be cheaper.

High Vs Low Level

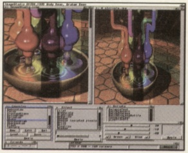
There are other distinctions to make between languages. The difference between something like *ARexx* and something like *Assembly* language is defined as the 'level'. ARexx is 'high level' because it is aimed more at people, whereas *Assembler* is 'low level' because it is closer to the hardware level of the Amiga itself.

As an example of a particular High Level language, think of the AMOS or system. By including lots and lots of specially written commands to create and move graphics, change colours and play animations, AMOS is a lot easier to use from a human point of view. If you wanted to write a similar program in C or *Assembler* you would need to start from scratch with code to open a screen, draw a pixel, alter the pen colour and so on. Of course, the C or Assembler version would be a lot more flexible and fit more closely to the design, but it would also take considerably more time and more skill to write. ■

John Kennedy



▲ Valhalla was written with AMOS. AMOS has ready-made commands for moving graphics around and playing sounds, but it's not that fast.



▲ Image Studio is another example of what can be done with our Amiga E cover disk. You could do the same with a bit of practice.

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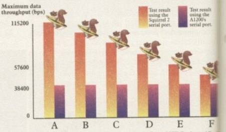

Bars A,B and C are the maximum transfer rates obtained when downloading an ASCII, Database and Grap file respectively, using a V34/VFC modem. Bars E,F and G are the maximum transfer rates obtained whe downloading an ASCII, Database and Graphic file respectively, using a V32bis modem.

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Note that the original Squ
interface (as opposed to the
Squirrel) does not include
serial port. © HiSoft 1995.

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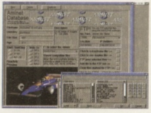

a screenshot of the fabulous Twist 2 Database

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Pedal to the Metal

A thumping soundtrack is an essential part of any good racing game, and Leading Lap is no exception. We go behind the scenes to find out how professional rock musicians are making it big in Amiga music.

▲ John 'Goldilocks' Haines is the man responsible for Leading Lap's head-banging theme tune. Phwoarrr!

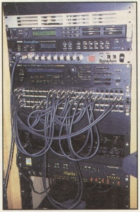
▲ With the computer-controlled mixing, a modest Mackie 8:2 mixer is all that's required.

Let's rock! Black Legend's turbo charged race 'em up *Leading Lap* is poised to revolutionise not just Amiga gameplay but Amiga game soundtracks too. Taking a rather different approach to the norm, developers Kellion are hoping to get heads banging the world over with the game's rock-tastic audio feast.

If you were to get yourself a CD-ROM and look through the rock section of its music modules directory, you'd probably come across a motley crew of badly sampled and clichéd drum patterns and horrifically out of tune chord combinations. If you're really unlucky, you might stumble across an attempt to recreate a Slash guitar solo using that single note guitar sample from taken from the ancient LED Storm game tune. There are exceptions, but basically that's the state of rock music on the Amiga. Until now that is.

In the Studio

Big time record producer, accomplished axeman, and let's face it, blond bombshell John Haines is the main man behind this push for musical advancement. With a career built on song writing, production work and session playing for the world's top international rock bands (did someone say Bon Jovi?) John was the obvious choice to provide the Leading Lap soundtrack. When originally presented with an Amiga, *OctaMED* and a disk of sound samples, then asked to create a hot rocking soundtrack that fits into 300K and plays back on four tracks, John's initial reaction was one of disbelief. A few hours of frustrated keyboard prodding later, John took a break and laid down a few thrashing guitar riffs onto his Mac-based hard disk recording and sequencing system. It was then that he decided to ditch the traditional module creation method in favour of a far more flexible system. Why not produce the entire soundtrack in the studio, then port it to the Amiga?


▲ The silver bit near the top of the rack is John's guitar amp simulator – ideal for real grungy sounds.

Free at Last

Free of the constraints of standard module composition techniques, John then set to work on a 'real' soundtrack. While for some record producers, a mixing desk that looks like the bridge from the Starship Enterprise is the mark of a good studio, John knows there's more to top recording setup than banks of knobs and faders. His impressively miniaturised studio packs the power of some of the biggest traditional studios, but cost a hell of a lot less and offers far greater flexibility.

Based around an Apple Mac and a combination hardware/software digital recording system, it merges hard disk digital audio recording with realtime MIDI sequencing. So why doesn't he use an Amiga? He didn't know the Amiga could do most of this (and to be frank, at the moment the Amiga couldn't quite do everything this Mac system can do, such as the realtime effects modules that plug into the Mac for instance). The advantage of this system over a conventional studio setup based on a mixing console and a multi-track tape recorder is that audio and MIDI music can easily be recorded, edited and played back from one integrated mixing and sequencing panel on the computer software. MIDI tracks can be committed to audio at the drop of a hat, and live vocals and guitar parts can be recorded via effects units and amp simulators alongside the MIDI music.

Unlike recording to tape however, the digitised audio can then be manipulated and edited until the cows come home.

The upshot of all this is that John ends up with a full CD quality stereo soundtrack with all the advantages of both live recording and MIDI sequencing. So how does this make its way to the Amiga version of Leading Lap? Simple, the whole soundtrack is sampled into the Amiga, chopped up into loops, fills and one-off sections, then pasted back together in *OctaMED* to form a series of full bodied cone-rattling rock tracks. So it loses something in the transition from 44.1kHz in 16 bits to its 11kHz 8 bit Amiga form, but it still rocks. See it's not all techno you know! Check out Leading Lap and find out for yourself! ■

Tony Horgan

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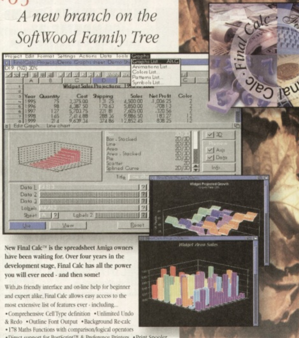
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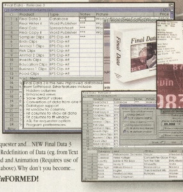
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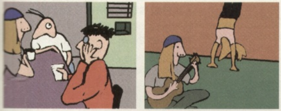
Death Becomes Her

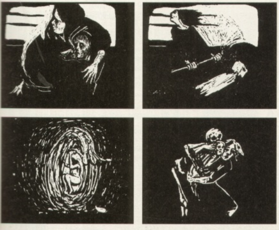
Amiga animators have found a champion in Ruth Lingford. After the success of What She Wants, her latest project 'Death and the Mother' is to be televised next year. CU Amiga had to find out more ...



The recent CineWave Media conference in Brighton was the kernel of all sorts of debates concerning the future of electronic media and the part it has to play in the television industry. The role of the Amiga was heralded by the recently acclaimed Amiga animator, Ruth Lingford.

The Amiga couldn't have asked for a better champion of its cause. Lingford's erotic animation "What She Wants' which was covered by Channel 4's Fourmation series has earned her a Cine Women nomination and her more recent project 'Death and the Mother' is to be televised next year. Both of these animations and much more of her work were produced solely on the Amiga using *DPaint4*.

With a Fine Art Degree from Middlesex Polytechnic and a MA in animation from the Royal College of Art to her credit, Lingford, a one time occupational therapist only discovered the joys of animation on the Amiga whilst tinkering about with her children's A500. She was delighted to discover what her "trusty little Amiga could do." From these humble beginnings she has upgraded to an A1500 with a SummaSketch III tablet board and then onto A4000 with a PARcard. Although she has upgraded her equipment her method remains the same: using the lightbox to draw her stills on and then using *DPaint4* to create frame by frame animation.



▲ **Death and the Mother: Lingford's soon to televised animation is a sad tale of a mother surrendering her daughter up to death. Lingford has effectively used German woodcuts to convey the stark message behind the tale.**

Sex and drugs

Most of Lingford's work has previously been either of a sexual (What She Wants) or social comment nature (she did a 20 minute animation on the perils of glue sniffing, see top left for some stills of this project). The attention her animation "What She Wants" received won her place as animator in residence at the Museum of the Moving Image which involved allowing herself to be observed by the general public as she worked. She used this time to perfect her new project: Death and the Mother.

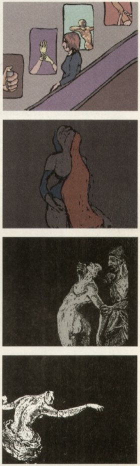
This new animation was a departure away from the usual topics of eroticism and social comment. An adaptation of a Hans Christian Anderson tale, it is a melancholic story of a mother who decides to surrender her daughter up to death's spirit once she has been allowed to glimpse into her child's future. To convey the stark atmosphere to this story Lingford has employed the visual style of German woodcuts. And, if you take a look at the screen shots here you can see what I mean.

Thanks to the cost efficiency of the Amiga she is delighted that she can spend her £55,000 budget for Death and the Mother on luxuries such as getting an actress in to help with perfecting the movement and voices of the characters.

An inspiration

Ruth Lingford's work is just one example of the amount of avenues that are opening up to Amiga animators. She has started up her company, Own Brand, and as well as teaching animation she is currently working on projects for Peter Gabriel's multimedia company. It seems that the entertainment industry are waking up to the fact that good quality work can be created on a low cost budget without compromising creativity. And about time too. ■

Lisa Collins



▲ **Above: here are some stills from the acclaimed What She Wants animation, as seen on Channel 4 Fourmations series, which explored the area of sexuality in today's life.**

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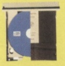

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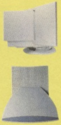

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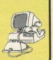

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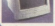

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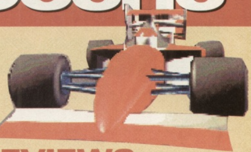

The recent merger of Time Warner Interactive and Warner Interactive Entertainment (who own Renegade - see news) begs the question: why were they seperate entities anyway? There just aren't enough good games out there on any format to justify duplication like this, even with a multinational company. Software companies need to spend money on product development not corporate philandering. Also, why has everyone been scrambling around for the last 12 months adding the title Interactive to their name? Gremlin Interactive, Sony Interactive, 21st Century Interactive Entertainment? The whole games publishing and development world has gone mad, readers. Bonkers.

Alan Dykes, Editor

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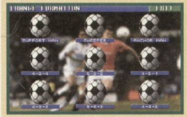
Tracksuit Manager 2

■ Due For Release: December ■ Publisher: Alternative ✆ 0977 797777

A quicker, easier to get around football management game is what Alternative are promising with *Tracksuit Manager 2*. From what we've seen of it so far, the loading times seem marginally quicker and the ability to call up information about any team or player in any part of the menu certainly makes it easier to get around. Whether it will make the game any more enjoyable remains to be seen.

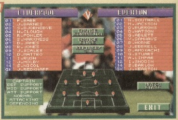


▲ Tracksuit Manager 2: coming soon.

As well as having all the usual reams of football management game type statistics, Alternative have spared a thought for those of you who don't like messing about with mathematical equations and would rather get on with the game instead. They have introduced concepts like "good, very good, and poor" which saves time having to work out percentages and performance-related statistics.

The in-match commentary is there although so far it is a dodgy digitised picture of Alternative's Roger Hulley and Kevin Pickin with badly drawn speech bubbles coming out of their mouths. Hopefully, it will be tightened up by the release version. All the usual management game options should also be in the final game: buy and sell players, transfers, leagues and so on. Expect to see a full review very soon. ■

Lisa Collins



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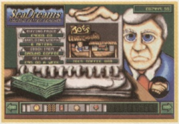
▲ Tracksuit Manager 2 aims to be very user friendly, making it easy to get any information you need at any point in the game.

Hillsea Lido

■ Due For Release: January ■ Publisher: Vulcan ✆ 0705 670 269

It seems as though *Themepark* may have a worthy contender, in the shape of *Hillsea Lido* waiting in the wings. Vulcan Software, the people who brought you the *Valhalla* and *TimeKeepers* series, are trying their hand at something new, this time it's a seaside management simulation.

The aim of *Hillsea Lido* is simple: you start off with a small bit of beach, a promenade and a theatre. From these humble beginnings you've got to build a massive, Blackpool style, thriving seaside resort full of punter-attracting stuff such as shops and water sport facilities.



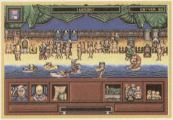
▲ Who's that bloke in the suit in the picture here? We'll have to wait for the review copy to find out.

Like *Themepark* you've also got to keep the punters happy, providing them with entertainment and things to do, and make sure that they go to the show that you put on in your theatre at the end of every week.

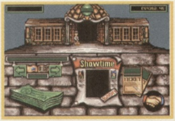
So far it all sounds like *Themepark*. A parallax scrolling game you can choose to watch your tourists enjoying themselves (sunbathing, scuba diving, paragliding) or you can go into other screens where you will be able to buy shops and funfair rides, hire staff, book or watch a show.

So far so good, it all sounds fun and the graphics look cute though not the same standard as *Themepark*. We'll just have to wait and see whether the gameplay is up to the mark. *Hillsea Lido* will be for all Amigas with 1Mb. We should be bringing you a review very soon. ■

Lisa Collins



▲ It's a tourist's life for me: paragliding, wind surfing ... sounds just like your average Butlin's holiday, doesn't it?



▲ You've got to produce a show in the theatre at the end of every week so a lot of time is spent advertising it.

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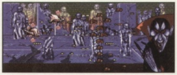
Atrophy

■ Due For Release: December

■ Publisher: Guildhall Leisure ✆ 01302 890 000



Headache sir? Just let me drill a hole in your head to relieve the pain. Thank God medical science has progressed since then. Intersect Development, however, are reviving those days with the plot behind their new shoot 'em up *Atrophy*. The game takes place in the fevered mind of Saxon Priest, a psychotic whose brain has just been gently probed with some incision precise lasers during the course of some test experiments.

Intersect Development are busily developing a whole host of games to be released in '96. Described as a "fast and frantic shoot 'em up like never seen before", the horizontally scrolling Atrophy will be their first release, which is scheduled to appear before the end of '95. It will be published by Guildhall Leisure. .

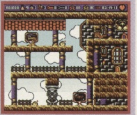
It looks quite good so far with smooth scrolling. Borrowing from Nemesis fantasy art books, the colours are also impressive. It will be AGA only, though. Intersect are quite proud of the fact that it has only taken them four months to complete this game. Whether the short development time will reflect in the gameplay remains to be seen. ■

Lisa Collins

Penguins

■ Due For Release: January ■ Publisher:tba

The old adage 'round and round she goes, where she will stop nobody knows' applies here. Originally to be published by Rasputin, then Alternative, then back in the hands of the author, Scott Hayne, Penguins has been bouncing from publisher to publisher. Hopefully, it will find a permanent home soon because it looks like it's going to be a stonkingly good game.



▲ Penguins is looking good so far. There are over 60 levels planned for this Lemmings alike.

A la *Lemmings* style, you've got to lead your band of merry men (well, two penguins anyway) around a maze made up of over 60 levels. It's a puzzle come platform affair where you've got to lead both of your penguins to safety. If one dies, you can't continue with the other.

It looks good so far, the graphics are OK and it all seems fairly playable. Most of the early levels involve pressing switches and climbing up ladders. There should be a two player option as well so you can invite a friend around to join in on the fun. ■

Lisa Collins

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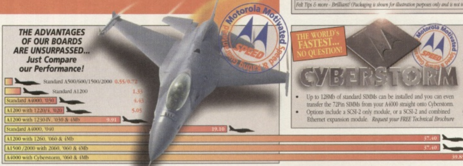

Figures shown are in MIPS and taken from comparative performance tests using SysInfo standards (1230-IV, 1260, 2060 and Cyberstorm ratings use 60 Nanosecond SIMMs)

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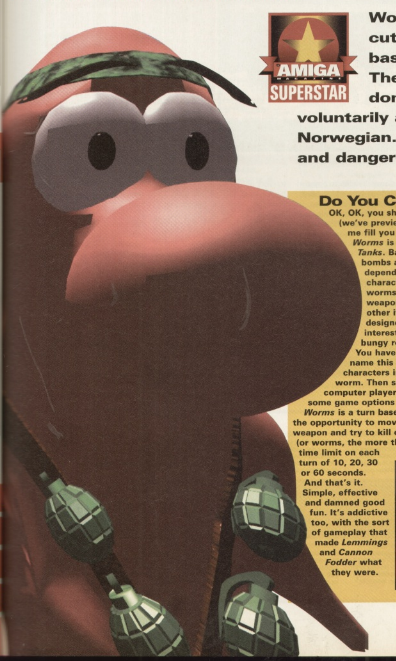
Worms

■ **Price: £29.99** ■ **Publisher: Ocean ✆ 0161 832 6633**



AMIGA MAGAZINE SUPERSTAR

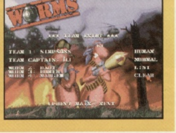
Worms are not the cutest creatures to base a game on. They're not furry, they don't jump over cliffs voluntarily and they're not Norwegian. They are armed and dangerous though ...

Do You Come Here Often?

OK, OK, you should have heard of *Worms* before (we've previewed it often enough) but if not let me fill you in, briefly, on what it's all about. *Worms* is based on that old gaming gem *Tanks*. Basically you and an opponent lob bombs at each other, which inflict damage dependent on how close they land to your character. But in this game you have worms instead of tanks and there are 15 weapons to choose from along with six other items of inventory which are designed to make life easier and more interesting. These include a teleporter, a bungy rope and a pneumatic drill.

You have a team of four worms and you can name this team whatever you like (up to eight characters in length). You can also name each worm. Then simply select how many human and computer players you want to play against, tweak some game options and start.

Worms is a turn based game, with each player having the opportunity to move one worm at a time, select a weapon and try to kill or damage another player's worm (or worms, the more the merrier). There a user definable time limit on each turn of 10, 20, 30 or 60 seconds. And that's it. Simple, effective and damned good fun. It's addictive too, with the sort of gameplay that made *Lemmings* and *Cannon Fodder* what they were.



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Life is never predictable, as life insurance companies never tire of telling us. One minute you're enjoying a full and varied existence, with friends, loved ones, milk and honey all around and the next minute some plonker swings down on a bungee and knocks you over a cliff. Sounds pessimistic? Well just be glad you're not a worm.

Worms is a game we actually previewed twice. Once way back in February when Team 17 were still going it alone, had just discovered *Worms* (then under the working title of Total Wormage) and it was a raw, but exciting game to play. Then, two months ago, we were presented with an almost finished version. A lot happened in the interim months. Team 17 had signed a distribution deal with Ocean that not only opened up new international territories for them, it also paved the way for what was now simply called *Worms* to be converted onto every conceivable computer and console format there is. This caused big delays though, considering that, under original plans, *Worms* was due out around Easter '95.

Has *Worms* benefited from this delay? Almost certainly. Despite what we normally say about other games machines the very fact that it's been developed across so many platforms has led to a number of enhancements which have made the Amiga version more playable. A good example would be the menu tool bar. In the original Amiga version you accessed all weapons and aids using the F keys. Fair enough if you have a good memory. But because it had to work on consoles, which don't have F keys, the tool bar was invented. When you become an experienced *Worms* player you will no doubt return to the F keys and rarely use this feature, but as a beginner it is invaluable in helping you to get to know the various options at your disposal.

The graphics have been tweaked too, though in fairness to its inventor and programmer, Andy Davidson, they haven't changed much in basic detail. Various levels like Hell (which has apparently been banned on the Playstation version 'cos Sony didn't want burning crucifixes in the game), Desert, Forest, Mars and Snow serve up massive variety. There are allegedly 4 billion possible game scenarios. There are also some hidden scenarios which, with some experimentation, will appear.

Landscapes like Snow and Mars have specific characteristics which suit the terrain: Snow is slippery, so worms will slide all over the place when hit; Mars has low gravity so they can jump much further than normal. The scrolling and parallax are as smooth as snails slime too (I mean this in a complimentary sense) – the extra time on development really does show.

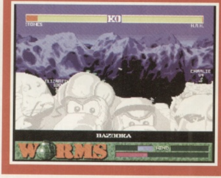
The dark side

As strategy games go *Worms* can be as simple or as complicated as you like. It's not just a matter of lobbing bombs at the enemy, it's all about how you use hiding

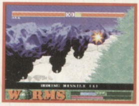
Angles Of Fire

Some weapons are direct aiming ones, like the shotgun, the Uzi and the minigun. Others are indirect like the homing missile, grenades, cluster bombs etc. Using grenades is most like the *Tanks* games of old. You need to get the elevation angle right then push the power bar to the optimum point for a direct hit. You've also got to set the timer for the grenade ... you don't want it going off in the air half way to its target.

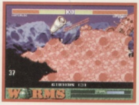
Even homing missiles aren't straightforward. The default setting gives you two homing missiles and the procedure for launching them is ostensibly simple: select the missile, point it at what you want to hit and press fire. But it's not so easy in practice. The amount of power you put into a homing missile shot will determine what angle it will hit its target at. If you want a homer to hit a worm who is hiding underneath an overhang, for instance, you will need to apply lots of power to get it to go further than its intended target and then curl back underneath the overhang to hit it.



But best fun of of all is the bazooka. Although generally a direct fire weapon you can use the bazooka as a powerful indirect fire one by using the wind direction to your advantage. If there is a strong wind (which is indicated in the left and right bars above the power bar) you can fire your bazooka shell up into the air, and the wind will curl it back and make it drop from above like a grenade. This is real show off territory: aiming the bazooka using the wind is difficult, but spectacular if you get it right.



▲ With a bang HRH's last worm joins the other little white crosses on the side of the mountain.



▲ This strategically placed girder might save Bart Simpson's life ... if it's placed right.

The tool bars ...

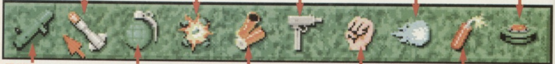
THE HOMING MISSILE. A close relative of the bazooka which can cause 50 points of damage for a direct hit. Although it will home in automatically you still need to be careful with the power bar. You usually only two get missiles.

THE CLUSTER BOMB. This version of the grenade splits up into five smaller bombs. While the grenade can cause 50 points of damage, each of the five cluster bombs cause a max of 30. Five cluster bombs are available.

THE UZI. Familiar fare to all gun maniacs, the Uzi has a particularly satisfying machine gun sample and can cause a lot of damage to more than one worm in the way. You need to be able to aim directly at your opponent though.

THE DRAGON BALL. Similar to the fire punch, the dragon ball doesn't involve physical contact. It sends a blue ball of light into the other worm which will knock them horizontally. Once again, useful for knocking opponents off screen.

LAND MINES. Land mines are littered throughout Worms levels but you can place more if you want. You can use them like dynamite or else place them on areas you want to protect. They cause a max of 50 points damage.



THE BAZOOKA. What fun. This can cause 50 points of damage if it's a direct hit and you can use the wind to effect its course. The bazooka will damage your own worm if he's too close to the target, though. No limit on ammunition.

THE GRENADE. This is an indirect weapon for lobbing at opponents. Grenades are not effected by wind strength or direction but you need to set the fuse (one – five seconds) and judge aiming angle and bounce. Unlimited.

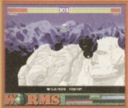
THE SHOTGUN. With suitable sound effects, the shotgun is the only weapon which allows multiple shots. Two to be precise. Although each shot carries a maximum hit of 25 points it's useful for knocking worms into mines and off edges.

THE FIRE PUNCH. Fans of games like Streetfighter II will appreciate this one. To use this you stand next to another worm, select it and knock them several paces. It's most useful if you are trying to knock a worm off screen.

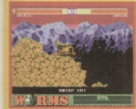
THE DYNAMITE. Tee, hee, hee! This is what a worm exclaims when you get him to drop a piece of dynamite. And with good reason. It can cause 75 points worth of damage – to your worm too unless he moves quickly.

Air Drops And Additional Weapons

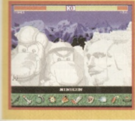
At times a crate will be dropped somewhere on a landscape by parachute. Hidden in it may be extra standard weapons, like dynamite or an air strike. But if you're lucky you might just pick up one of the following little bonus weapons of mass destruction.



SHEEP **Bomb dressed up as mutton more like! The sheep is basically a hopping, bleating stick of dynamite. It might look harmless, but point it in the right direction, let it hop to the worm you most dislike and press the space bar and it will cause immense damage. It also tops the hilarity stakes because of its excellent sample.**



BANANA BOMBS **These are roughly based on the cluster bomb but infinitely more destructive. Each banana will yield 75 points damage and should you be lucky enough to get one it could win the game for you – as long as you don't kill yourself in the process. Thrown like a grenade it is unaffected by wind.**



MINIGUN **This is, without doubt, my favourite weapon. It looks and sounds awesome and really rattles opposing worms. The big daddy of the Uzi is rare and much more destructive but using it is very addictive when you finally get one. (Left) Keef, from the Stones, threatens one of the HRH team.**

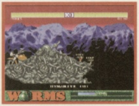
places, create safe tunnels, use the bungy, the teleporter and the girders. Team 17 have put 1000s of man hours into playtesting *Worms* and they reckon there's two ways of approaching the game: Good and Evil. If you're playing on the side of good you don't play dirty: you don't hide and you don't dig tunnels or teleport your *Worms* into difficult to reach places. Doing this is lazy, they reckon, and it's called 'The Dark Side'. Other Dark Side tactics include hiding a worm until the end of the game and then polishing off the opposition by emerging and pneumatic drilling them to death.

All of this mayhem is accompanied by ridiculously cute and funny sound samples. The A500/600 version is a bit short of these, but the A1200 is positively brimming with fun noises and statements. *Worms* shout 'oy nutter!', 'revenge' and 'I'll get you' regularly and when dynamite is dropped they giggle maniacally. Air strikes and weapons drops are accompanied by jet aircraft noises and thunder and lightning strikes every now and then.

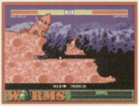
If you want a change from the English samples you could always load up German or French versions, where threats are made and fun is had in another language. This does not effect gameplay because instructions, weapons, etc don't change language but it adds to the mirth. OK, it's not Linguaphone, but you might just pick up some useful phrases. One thing to be wary of though is that while these sounds are good fun for those playing *Worms* they can get very, very annoying if you're in the background listening. If the volume is turned up you can expect a thick ear before long.

Lemmings?

Some years ago *Lemmings* took the world by storm with its relatively simple but engaging gameplay. It was often frustrating, but always funny and the big bonus was that it appealed to all ages and to both sexes. The *Lemmings* sprites were cute too. *Worms* is made from the same mould, and given that it is being distributed worldwide by Ocean it could be as successful.



▲ **Drop a piece of dynamite and run away as fast as possible. Dynamite causes 75 damage points.**



▲ **This is the Mars scenario. OJ Simpson is, allegedly, trying to hide using the Blowtorch to bury himself.**

It appeals equally to hardened games players and computer virgins because of its easy to use interface and immediately involving gameplay. If I was to make a must have-recommendation for a game this Christmas, *Worms* is it ... ■

Alan Dykes

WORMS

A500
A500+
A600
A1200
A1500
A2000
A3000
A4000

- workbench version.........1.3+
- number of disks 3
- RAM..................................1Mb
- hard disk installable ......yes

graphics	89%
sound	92%
lastability	94%
playability	93%

OVERALL

And so we have a winner! Let's hear it for Worms!

94%

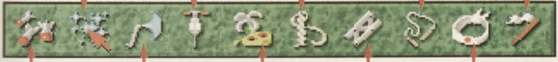
THE TELEPORTER. One for Star Trek fans. Two of these are supplied and they enable you to move an endangered worm to somewhere safer or to pick up weapons drops which have landed in awkward places.

THE PNEUMATIC DRILL. If you want to go digging really seriously then you need to use the pneumatic drill. This can create a pretty nifty hiding place for one of your worms, but be careful about weapons dropped from above.

THE NINJA ROPE. I'll let you in on a secret: this used to be known as the Bat Rope but Ocean, spoilsports that they are, reckoned that copyright problems would occur as a result. So we have the ninja rope instead.

SKIP YOUR GO. This nice skipping rope allows you to make the ultimate boring statement about your life and gameplay abilities. Still, there may be moments, when a worm is in hiding, that this is necessary.

I SURRENDER. If it's dinner time, if it's too late in at night or if you get really annoyed with a computer opponent then you can select surrender. Or if there's a big yellow streak all the way down your spine!



THE AIR STRIKE. You normally only get one air strike per game but it is pretty useful. Basically a big plane comes along and drops a cluster of bombs. If you do this on a bridge it will nearly annihilate it and any worms on it.

THE BLOWTORCH. This enables you to burrow into the ground, through tree trunks and up into hills. It can be used as a weapon too but only inflicts 15 points damage. Still, at the end of a game your opponent might only have ... 15 points!

THE BUNGEE. The bungee allows you to swing off the edge of hills and bridges and land softly where ever you want. In theory anyway. In practice it is rather difficult to get a bungee jump just right, and to avoid death.

THE GIRDER. Fans of Irn Bru will appreciate this one. If your worm is in a difficult position or if you need to move somewhere but the landscape won't let you, why not make your own mini bridge with a girder.

THE KAMAKAZE MOVE. Ha so! It's not very politically correct and you'll lose your own worm but hey, it's better to worm out than fade away! This move will shoot your worm through anything, even hills, to explode on impact.

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Flight of the Amazon Queen

■ Price: £39.99 ■ Publisher: Warner Interactive ✆ 0171 391 4300

AMIGA SUPERSTAR

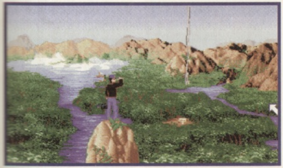
Big name graphic adventures are and thin on the ground these days. Thinner in fact than the ozone layer over the South Pole. Thankfully one has flown in for Christmas though.

Imagine this: you're a square jawed pilot with a beautiful 1940's Boeing tri-engined passenger/freight plane and you're about to airlift the most gorgeous actress in the world to the Amazon jungle for a film shoot. You'd feel pretty lucky eh? Until a guy called Anderson comes along and messes things up. He locks you in a room, puts it under armed guard and makes off with the babe. Sheesh!

This was the scenario that presented itself to me on a cold winter's morning at the office. I had a stinking cold, bad breath, my girlfriend had walked out on me and I had a dreadful hangover. Just my luck to have to review an adventure game. To top it all *Flight* comes on 11 disks ... this is one helluva way to implement copy protection. Put this baby on the 'net and it would cost more to download it off-peak than it does to buy the game itself! So a hard drive is the only solution. But wait! No installer! I went to the sandwich shop for a stiff cappucino and a hard boiled egg. Even though I don't like eggs.

Back at my desk, psyched up for the detective task in hand, things started to look brighter. Now up and running off my hard drive, *Flight* was proving to be a rather good play.

The opening problem – how to get out of the hotel room Anderson has locked you in without being slung back in by his armed henchmen minus several items of clothing is a good introduction. Not too difficult to get around, but difficult enough to tax your brain and get you in the mood for the following shenanigans in the jungle.



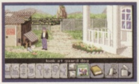
▲ This is one of the biggest surprises in Flight Of The Amazon Queen; a beautiful, parallax scrolling panoramic view of the various locations you can reach in the jungle.

Learning curve

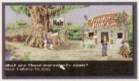
The plot gets thicker as you wade into *Flight*. The idea of the game is that you learn more as you progress through it, in fact in the spirit of true adventure you rarely know what's going to happen next. The acquisition of objects to help you further into the adventure lead to quite an interesting series of sub-plots.

Flight Of The Amazon Queen was previewed by us way back in November 1994, when we did an interview with John Passfield and Steve Stamatiadis, otherwise known as Interactive Binary Illusions. It suffered a series of setbacks on the Amiga, despite the fact that it originally started out being programmed on this platform. It was originally due out by Easter '95: and it's here now. At the time they were promising a humourous adventure, and

▲ Even parrots can help you out in Flight Of The Amazon Queen.



▲ A Rottweiler is protecting that door. Maybe he'd like a copy of the "Rocket" comic. Probably not.

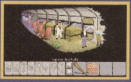


What are those ingredients again?
Nice talking to you.

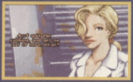
▲ Talking to the local witch doctor will reveal a magic secret. He's a bit grumpy though.

A Quick Puzzle Solved ...

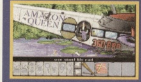
Without giving much of the game away here's a pretty obvious puzzle which needs to be solved after you've got to Brazil, but before you start the adventure in the jungle. Your plane has crashed in the middle of a pirhana infested swamp and you need to get to shore. But how?



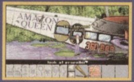
Oops, the plane's crashed and if I'm not mistaken it's half flooded. It looks as though they're in real trouble. Help! What are they going to do?



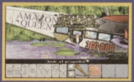
Frayed tempers and arguments on the plane make things worse. Faye is not happy and Sparky looks somewhat preoccupied.



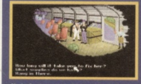
Hmm ... these lily pads look as though they could support a man's weight. Now if only I could find something to row with.



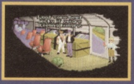
Aha! If it can no longer propel the plane through the air maybe I can use this bit of the aircraft to get Joe and the crew through the water.



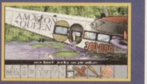
Very sensible. But not much help to me. Maybe Joe can kill them with his baseball bat? Doh. What a stupid idea.


How long will it take you to fix her?
What supplies do we have?
Hang in There.

Maybe Sparky can help. Have a chat with him. Yes, yes, very well, stop gibbering on about comics and get to the point!



Aha, this could be interesting. I'll wager those pirhana are hungry. Perhaps some of Sparky's beef will do the trick.

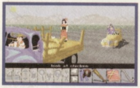


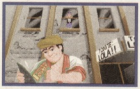
And so, the mystery is solved. Don't think you're getting off lightly here though, there's still some more items missing.

having met them I was in no doubt as to what the sense of humour would be like. Did they pull it off though (no smut intended, honest)?

A bit funny

Well, yes. *Flight* is in fact quite funny. It's very comic book style humour, drawing in-jokes from the world of adventure and sci-fi movies, mixed with some harmlessly smutty remarks. I say quite funny because unfortunately the Amiga version does not benefit from the excellent range of voices playing the parts of the various characters on the PC CD-ROM.



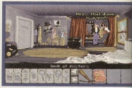


This was originally planned for the CD32 too but this version has now been scrapped, which is a pity. I've played it on PC and the voices (with Penelope Keith, of all people, included) turned it into a much more interactive experience. This is why we all really need CD-ROM drives folks!

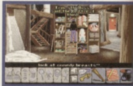
Don't get me wrong though, that's about all that's missing. The on-screen text is the same as the spoken word, and is very funny in places. The situations too are gigglesome as are some of the very odd characters you meet along the way. Like listening to Billy Connolly on a Walkman and laughing out loud on a crowded bus, it's not a good idea to play *Flight* while other people are present. Your constant sniggering will annoy the hell out of everyone else – as will your cries of frustration at not being able to solve a puzzle.

The graphics too are nearly identical to the PC version, and are impressive. All of the characters are detailed and the background scenery is superbly painted (Interactive Binary Illusions originally used DPaint for everything). There are neat, almost unnecessary touches too, like the provision of distant background horizons, barely visable, but beautiful nonetheless. In fact some of the graphic touches come as a very pleasant and unexpected surprise, breaking from the norm and giving you motion or smooth scrolling screens. Quality stuff.

Although voices are absent you do have to do a lot of talking to other characters to solve this adventure. As usual, clicking on the talk icon and then on someone (or thing) in the game will bring up a menu of phrases. The type of response you get will depend on what you say and you sometimes have to delve really deeply into a conversation to pick up an essential snippet of information. Joe's speech menu usually contains both straight and funny phrases, and you can seriously annoy a character by saying the wrong thing to them. Luckily you can also talk your way back out of sticky situations too.



▲ Hints about what you should do next are littered all over the place. You just have to interpret them.

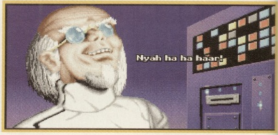


▲ Flight is quite funny at times. Strange objects and people add to the game's appeal.

User friendly

Control is by mouse, using the left and right buttons to select and use icons from the menu bar at the bottom of the screen, with the on-screen pointer as a positional aid. One thing that really puts *Flight* up on a pedestal as far as gameplay is concerned is the fact that it's not too fussy about how precisely you point at an object. Each scene has a limited number of objects which can be examined and possibly picked up and used – not too many, just a comfortable amount. But because each object has quite a wide selection field you never have any problems trying to click on it. Being too pedantic about pixel precise pointing has marred many an adventure in the past.

At the far right-hand side of the icon bar is the inventory. This is a strip that holds as many objects as you need, but only



▲ The requisite mad scientist. If you're going to write a graphic adventure don't forget to include one of these. They spice up the plot no end.

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displays four at a time. If you want to make use of an object in the inventory all you have to do is select the Use icon, then the object, and point where you want to use it. *Flight* will tell you what you're proposing to do eg, "Throw the chicken at Anderson's henchmen", and then right clicking will make Joe do the deed.

Some objects in the inventory need to be combined to produce other objects and while this is not new in adventure games, the whole process is made smoother by the Use icon. You simply click on Use, then on 'item 1', whereupon a message appears saying "use 'item 1' on ...". Then you click on what you want to use it with in the inventory ie, 'item 2'. The two will then be combined and a new object icon will replace them.

Jazz and jungle

Although there is no voiceover in this version the music is good. Once again though, you'll drive neighbours mad if it is turned up all the time. The basic tune changes with situations and locations, but it has a jazzy feel to it, in keeping with the 1940's theme of the game. The background jungle sounds are good too.

In terms of difficulty *Flight* Of *The Amazon Queen* gets it about right. It's so long since I've played a decent adventure that I thought I was a bit rusty, but the logic and the humour of the puzzles brought right back into the flow of things. Although some of the problems are frustrating they never get out of hand. A quick coffee break and some lateral thinking will usually solve the situation. Indeed some of the solutions are ingeniously well planned, so once you've got there you'll feel really satisfied.

In an adventure starved world, *Flight* is a saviour. I'd rate it as the best humourous graphic adventure on Amiga since Monkey Island: but the cynics would say that there haven't been very many since then anyway. To hell with them. I like it and I've a feeling you will too. ■

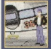
Alan Dykes

▲ John Passfield and Steve Stamadiatis the game's authors and designers in relaxed studio mode.

Why Not Talk It Over ...

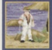
You will meet rather a lot of characters to interact with in Flight Of The Amazon Queen, some of whom are detailed below. Many are very quite forthcoming, but there are difficult ones too.

JOE KING



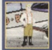
The 'hero' of the show. He's happy go lucky but it's your job to whip him into shape.

SPARKY



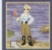
Joe's mechanic and friend. He loves comics and idle banter which he has lots of .

ANDERSON



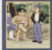
One of the bad guys. Anderson tries to steal Faye (and her money) from Joe.

FAYE



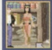
A fiesty lass and no mistake. She has a sharp tongue and an iron will.

THE LOCAL CHIEF



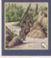
Not very easy to talk to, because he only speaks pygmy. But there's a way around this.

THE BRAZILIAN BABE



She's talkative but you'll need more than words to get what you need from her.

THE APE



The ape doesn't yield much in the way of intelligent conversation. Or does he?

Flight of Amazon Queen

A500
A500+
A600
A1200
A1500
A2000
A3000
A4000

- workbench version.........3.0
- number of disks 11
- RAM 2Mb
- hard disk installable ......yes

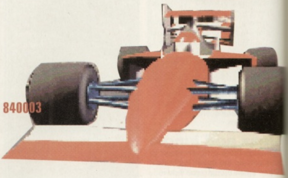
graphics.............................. 92%
sound.................................... 87%
lastability.............................. 89%
playability............................. 92%

OVERALL
The best fun adventure in ages.
90%

ASCON

The dream starts here...

Leading Lap

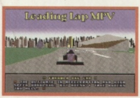


■ **Price: £25.99** ■ **Publisher: Black Legend© 01438 840003**

An updated F1 or an excellent new track racing game? Leading Lap takes pole position and crashes through the sound barrier ...

Tony Dillon, our ex games editor left CU Amiga Magazine with images of regular hours, good pay and director's perks swirling around his head. In legal partnership with an American man called Kelly, he gave birth to his long planned brainchild: Kellion Software. And they promised some great games.

Two weeks ago a worn out, overworked, impoverished Dillon showed up at our offices, asking the price of a cup of tea in exchange for a couple of disks. He said they would change our lives – and hopefully his – forever. The disks contained *Leading Lap.*



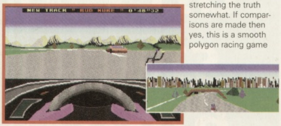
▲ The Formula 1 car is the easiest to control but is also a bit slow and flimsy.

Leading Lap is designed to be an *F1* for the mid nineties. As soon as it appears on screen you immediately think: *F1*! But a quick glance back at the original is sufficient to show just how far things have come – at a price though.

This price is speed. Although *Leading Lap* looks fab, on an A1200 without acceleration it's still marginally slower than the original. Mind you, *F1* was designed to run fast on an A500, so the A1200 is a bit of a luxury. But *F1* looks dated by comparison, and the speed difference is not enough to really effect gameplay, especially when you take into account the realism offered by the graphics.

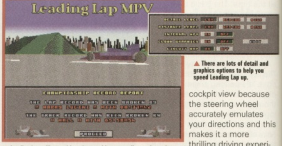
Ridge what?

The PR banter compared this game to *Ridge Racer*. This is stretching the truth somewhat. If comparisons are made then yes, this is a smooth polygon racing game and you can view the car from a number of angles, including an outside fly-by position. Taking the comparison a bit further though, its resolution and smoothness just doesn't compare nor does its detail. At all. But we are talking a 2Mb Amiga here, and *Leading Lap* is being designed to run on ECS machines too, though we haven't actually seen this version yet.



The cars have realistic up-down nose movements as they accelerate, though sideways movement is limited, ie the cars stick to the ground as befits vehicles shod with racing tyres. The spins and skids are spectacular. Especially so if you are using one of the three outside views.

These outside views give you a much broader look at the tracks and surroundings, and the game is actually playable in the fly-by mode. Difficult, but playable. Personally though I prefer the cockpit view because the steering wheel accurately emulates your directions and this makes it a more thrilling driving experience. Checking out the backgrounds is rewarding too, because as you enter each race and go through it the broad daylight you start out in changes to twilight, slowly but surely.



▲ Leading Lap will record best laps and best overall race times. In Championship mode you can save your stats and scores.

▲ There are lots of detail and graphics options to help you speed Leading Lap up.

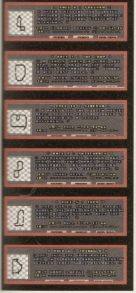
Serial killer

Happily a serial link up is possible and two player grudge matches are good fun. Unfortunately it's just you against the other person, the computer players don't join in. This means that the fun of serial play peters out quickly, but it's always good to return to this mode.

One other area where *Leading Lap* really excels is in the music department. Although the engine sound is a bit bumble bee-like, the brakes are great and the metal guitar sound track is as good if not better than the one in Mad Mark Sibly's Gloom. It's just such a change from the monotonous housey or semi-cabaret rubbish in most games its almost worth a Super Star award for this alone.

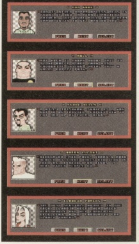
The Tracks:

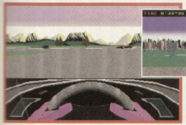
There are 15 tracks in all. Here's a variety of them. The landscapes vary and the complexity of the tracks means that they don't get dull.

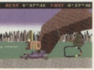


The Drivers

Like all good arcade games you have the option of choosing which driver you want to play with. The choice will influence your driving style, though apart from slight blips in stability and traction it's difficult to tell the difference. Still it's nice to have the choice.







At crossroads cars will drive across straight in front of you at full speed. This adds to Leading Lap's realism.

But I'm not going to give it an award. Why? The reason is simple: depth. As a racing game it is very good. Full marks to the graphics, the difficulty level, and the modem link. The speed is acceptable on an A1200 too and on an accelerated one or an A4000 it's very good. You can turn down various graphics options to enhance performance too. But in terms of lastability, there just isn't enough long term depth. I asked Tony Dillon why there was no manual gear option and why there were no upgrades to cars etc. He replied that in his experience they weren't necessary. But I think a game needs more than just race after race to keep you busy.

I like *Leading Lap*. Technically it's great, music wise it's fab (although the engine sound does irritate) and the tracks are fun, especially when you're racing in a crowd. With a track designer promised in the coming months it's a good game if you want to race and you want realism as well. ■

Alan Dykes

LEADING LAP

- workbench version.........3.0+
- number of disks 2
- RAM..................................2Mb
- hard disk installable ......yes

A1200

graphics	91%
sound	90%
lastability	82%
playability	89%

A4000

OVERALL

Fast, fun, furious, plus serial play.

87%

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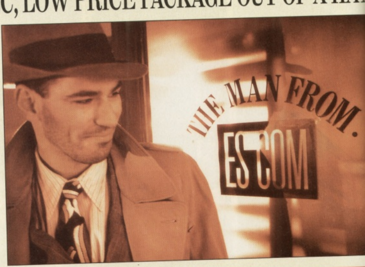

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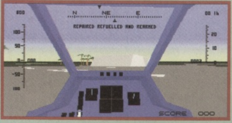
Coala

■ Price: £29.99 ■ Publisher: Empire © 0181 343 7337

Koala: small, furry, endangered marsupial prone to falling out of trees. Coala: small insignificant helicopter sim – prone to falling out of favour.



▲ One of the game's features includes a virtual cockpit which let's you turn the pilots head around at an almost 360 degree angle.

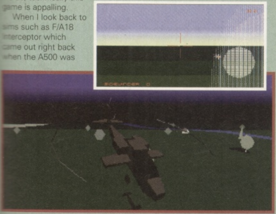
Being the kind of busy journalist superstar I am (well, lazy git) I don't have the time to wade through the kind of complex manuals that come with most simulators. So in a way it's a relief to come across something like *Coala* which, with the list of keyboard controls in front of you, you can get into straight away. But that's really as much as you can say about this game's good points.

Simulators have died on their feet in recent years. I think this is a shame as I went through a phase in the late 80s of single-handedly fighting off the red menace in subs, planes, tanks and helicopters. *Coala* is just another example of how bad things have become. There's a total lack of imagination and to make things worse, technically this game is appalling.

When I look back to sims such as F/A18 Interceptor which came out right back when the A500 was first launched and compare it to this, running on an A1200, I simply can't believe how bad this game is. It chugs along at an acceptable rate, but looks dire. The only time it comes close to looking good is on the external views and, as the game's impossible to play in those modes, that's pretty pointless.

Pear shaped

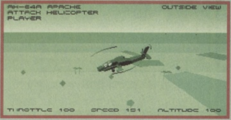
As for the playability, well, in relation to other chopper sims, this is the poor cousin who doesn't even get invited to family funerals. *Thunderhawk* (a Core Design heli-sim from a few years back) was spectacularly playable, looked fantastic and absolutely haired along. On top of that it was easy to get into and, more importantly, ran on an A500. Now I know the A1200 can't compete with a 486 PC when it comes to the 3D graphics required for simulations, but when I look back to what programmers where squeezing out of the A500 a few years back, there's no way on Earth I can accept a game like *Coala*.



▲ Coala doesn't compare to earlier flight sims such as Thunderhawk which looked brilliant, raced along and ran on an A500.

In fact, the only real improvement over older sims I could find was the inclusion of a virtual cockpit. This lets you twist your pilot's head around to almost neck-snapping point to see what's going on around your 'copter. This is something PC owners have had in their flight-sims for years now and they'll tell you that it's a next-to-useless feature any way. So, including it was a bit of a wasted effort.

Even the user-friendly control system can't compensate for the fact that trying to pilot a helicopter is a bit like trying to fly a large brick through a hurricane. I'm no aviation expert, but I've seen that bloke who covers the airshows on telly presenting programs where they've got military helicopters looping-the-loop. In *Coala* you're bloody lucky if you can get the damn thing to execute a three-point lateral turn in under ten seconds. It's so unresponsive. The only real way to kill anything is by slowing right down, rotating slowly and hoping you can get your shot off before being blasted. It's pathetic.



▲ Here we have the luxury of seeing our 'copter from the outside. Hmmm how very interesting.

▲ To kill anything you need to slow right down and rotate slowly. Pretty poor.

True irony

It's ironic, really, that your real life Koala is a small, meek mammal prone to stuffing itself on eucalyptus leaves and passing out, because that's the kind of effect this game has when you play it.

My advice to any new Amiga owner (and there should be a few out there now) is, if you want a simulation, raid some budget software libraries for a few of the games I've mentioned here. They're everything this isn't and a hell of a lot cheaper as well. ■

Mark Patterson

COALA

A500
A500+
A600
A1200
A1500
A2000
A3000
A4000

- workbench version.........1.3 +
- number of disks 1
- RAM..................................2
- hard disk installable ......yes

graphics........................ 53%
sound.............................. 74%
lastability........................ 52%
playability 43%

OVERALL

Oh dear me, what an excuse for a flight simulation.

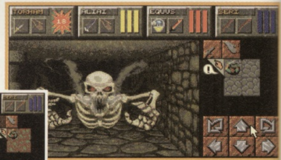
45%

Dungeon Master II

The legend of Skullkeep

■ **Price: £44.99** ■ **Publisher: Interplay ✆ 01235 821666**

Many years after leaving the eerie half-light that was Dungeon Master, the first true classic RPG returns in a new guise. Or does it?

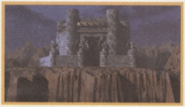


▲ This one looks like he's been on one fad diet too many. And he's not too happy about.

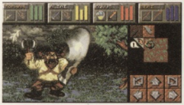
Has time slipped by that quickly? Can it really be that long since the original *Dungeon Master* emerged from its labyrinthian manhole cover? Well, actually it is. It first arrived on the Amiga in 1988 and I remember sprinting down to my local house of games with a view to buying it. The devastating news on arrival was that to run it on an A500 you needed to expand an extra 512k to give you 1Mb. However, some bright spark decided that boxing a half meg expansion with a copy of the game for £44.99 would do the trick. They were right and *DM*'s huge popularity was the reason most punters upgraded.

That was then

Dungeon Master was a veritable revolution in games engineering with its point-and-click control and animated creatures. At the time no one had seen a title where you could actually draw a throwing star, or some other nasty sharp object from your backpack and then simultaneously throw it at the poor wandering beast that just happened to get in your team's way. Mouths gaped, electricity bills mounted and insomniacs discussed tactics during the few hours they allowed themselves to interact with normal humanity.



▲ The Skullkeep castle on a rainy day. How's that for atmosphere?



▲ What's this er ... vertically challenged person up to?

DM's impact on the industry can never be understated. Look at the quantity of *Dungeon Master* clones which followed in its footprints, unashamedly copying every technique employed in the game.

This is now

When I saw this game, it was like going back in time. It was a totally retro experience because despite the years that have slipped by, nothing seemeddifferent. In fact I had to check myself in the mirror to make sure I hadn't fallen through some bizarre hole in the time-space continuum and regressed to my teens!

So OK, joking aside, why wasn't I impressed? Well, there's no real point moaning about the plot because apart from the point of the quest there's little difference betwixt DM2 and any other RPG. The overall object is to assemble a team of adventurers, find the bits to this Zo-link machine and use it on some nasty bloke with megalomaniacal intentions.

My main bone of contention, on first examination, was how similar the graphics are between the old and the new. The adage 'if it ain't broke don't fix it' normally applies, but this has been about eight years.

OK, some of the game features 'up-top' sections that allow adventurers to quest overland. Oh, it rains too and the odd flash of lightening illuminates the night sky, but basically everything looks a trifle samey in the graphics department.

The big selling point of Skullkeep is the implementation of intelligent monsters that respond and act upon your decisions and your level of force. Good idea, you'd think, but you never really get to interact to a much higher level with them than to try and orphan their slimy offspring with your axe of sterility.

Summing up, I'm very sad that *Dungeon Master 2* is a let-down and the rationale behind why it's a let-down is simple; it's too dated. Diehards of the genre (or *DM* fan club members) might still get a slight movement in their scabbards because of the new puzzles and the extensions to the magic system, but to us normal mortals, you might as well hack your way around the original. ■

Simon Clays

DUNGEON MASTER II

A1200
A2000
A3000
A4000

■ workbench version	1.3
■ number of disks	6
■ RAM	2Mb
■ hard disk installable	yes

graphics	70%
sound	79%
lastability	81%
playability	71%

OVERALL

A disappointment. For real die-hard RPG lovers only.

59%

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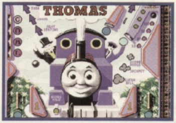
Thomas the Tank Engine Pinball

■ Price: £16.99 ■ Publisher: Alternative Software ✆ 01977 797777

Where's Ringo? The only thing missing in this conversion of the children's TV programme Thomas The Tank engine to a pinball game is the ex Beatle's sexy northern drawl. The cute choo–choos are there complete with resplendent graphics and indigenous sound effects. But no Ringo. This omission aside it's still a good game anyway.

Obviously aimed at the younger ones amongst us, Thomas is wonderfully simple to play. The shift keys act as your flippers, the space bar is tilt and the down cursor key is the spring which you use to catapult your ball onto the table. There are four tables in all and each one is based on the train characters from the cartoon series: Percy, Thomas, James and Toby.

Designed by, the same company that made *Pinball Mania*, Spidersoft, each table comes with all the necessary pinball sundries: flashing lights, mushrooms, kickers, multi bonus pickups, passages, ramps, tunnels... it's all there albeit in slightly less sophisticated form. For example, to pick up extra points you have to light up all the letters to complete simple words such as 'steam'. You can also make sure you aim the ball towards the letter you want by cycling through any unlit letters using the shift keys.



There are other concessions to the age group that the game is aimed at. Unlike games such as *Pinball Mania* there are only two flippers rather than four and there aren't any side gutters for the ball to go down, so the only way to lose the ball is through the flippers. The flippers could do with some power though.

Thomas a good pinball game but one that's really for kids. It's the type of game they get at Christmas but don't get a chance to play because all the adults hog it. Luckily, this isn't too much of a problem because it allows up to eight players to join in. ■

Lisa Collins

70 %

Team

■ Price: £29.95 ■ Publisher: Impact Software ✆ 01280 850450

Football may be the sporting lifeblood of this country, but in this case it's more of a haemorrhage ...

Since the arrival of *Sensi World Of Soccer*, it seems as though developers have pretty much given up trying to produce a game to beat it. Instead, you get what happens here, something which attempts to emulate it but, like so many other attempts, blasts wide past the post and ends up with its head in its hand.

The similarities between this and *SWOS* are obvious from the moment you start playing. The graphics are incredibly similar, although with larger sprites – a potential one-up over *Sensi* if ever there was.

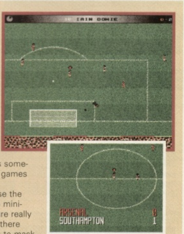
However, whether it's because the Sensi boys are complete lunatics and just have a lot more fun when they write games, or because *Team*'s programmers just weren't up to the task, this game just feels so flat when you play it.

The action, like the gameplay doesn't flow as well as it should. Whether you're trying to dribble the ball or pass up-field the game just doesn't feel good to play. It's a hard thing to quantify, but it's something anyone who plays games will understand.

Unfortunately, because the presentation is kept to a minimum and the graphics are really nothing to shout about, there aren't any other features to mask this, so consequently you can't help but feel let down and soon find yourself reaching for the *Sensi Soccer* disks. In my case, these usually live on top of my Amiga.

I admire anyone who's brash enough to attempt to take on the mother of all footy games.

What I don't admire is when something like this comes along and can't even match up to *Kick Off 2* which, if my failing memory serves, is somewhere in the region of five years old now. It's not a terrible game, just pointless when you consider what's available elsewhere.



Sorry, but this disk won't be tackling my Amiga again. ■

Mark Patterson

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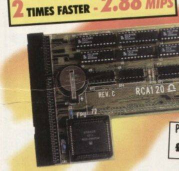

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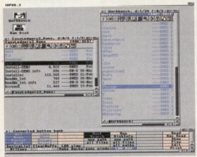

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Andrew Lee, Whereabouts unknown.

Pick up the banana and then walk to the Forest to get a nice overhead view of the Island. Go to the Fort at the volcanic hole (NW of the island) and pick up the rope and the spy-glass. Push the cannon and pick up the cannon ball and gunpowder which is revealed. Go to the river fork (East of the island).

Pick up the rock (which is in fact a flint). Use the gunpowder on the dam, then use the flint on the cannon ball. This will cause the dry river and the pond to fill up with water.

Go to the pond at the end of the river and approach the corpse. Now you will be able to get the second piece of rope.

Dreamweb

I'm stuck on *Dreamweb*. I can't get the lid off the junction box outside the boathouse where Ms Underwood is. I got the bottles outside Sparkey's Bar and filled them if that's any help.

Alex McIntyre, Northampton.

I don't think we'll go into how you filled the bottles, I really don't want to know. Of course if you were a sensible Amiga owner you would know the answer to this question. First you would possess a subscription to CU Amiga and then you would have seen the complete solution to Dreamweb which we previously published. Are we all wasting our time here or what?

Anyway, first 'examine' then 'use' the railings beside the boathouse. Go to the pipe and 'use' the pipe with the mug which was collected from Ryan's flat . Go to the junction box and use it, first by itself, then with the railing, and then with the mug. Walk to the hole in the balcony, 'examine' it, then 'use' it. Now turn to the back of this magazine, find the subscription offer and sign up!

Simon the Sorcerer

I can't find the magical staff in Simon the Sorcerer although I have looked everywhere. At the moment I am at the doorstep of the Tower of Doom and I am carrying a spell book, scissors, bucket, hammer, beard, fire extinguisher, placecard, smokebox, hat, ladder, white spirit, rope and magnet, key, rock, feather, potion, gold coins, sousaphone, woodworm, matches, ring, small key, rat bone, hacksaw and breath mints.

Stephen Pattinson, Southampton.

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Kings Quest VI

I am having great troubles with *King's Quest VI*. How do I get the serving maiden to accept the Beast's Ring?

Oskar Arnorsson, Iceland.

Look, if the foolish girl won't take your presents of jewellery I think you should just parcel them up and send them to me. Perhaps you should first give her some flowers to loosen up her corset. I can't resist a man who brings me flowers, especially white roses. Although I tend to dress in black, my heart is as pure as the driven slush.

When you first meet her, give her a white rose from the Isle of the Beast. You'll find the roses through the gate near the Archer Statue (Use the shield on the archer to stop him piercing your heart with his arrows.) Talk to the girl using every option available, and when you have said your piece the game will take over.

Lure of the Temptress

I have asked everyone in the village how to open the Were Gate, so I can see the dragon, but nobody can tell me. Do you know how? I would also like to know where I can find some cowbane to make the potion which must be used on the dragon.

Lee Henderson, Penshaw.

If you go to Smithy Street you'll be able to get some cowbane from the flower patch on the left-hand side of the street. Take this smelly stuff back to Goewin and then go for a walk while she prepares the potion. Once that's done you can go the Severed Arms pub and have a chat with Ultar and he will tell you how to get through the Were Gate.

Police Quest

I'm stuck on 70 points. I have flagged the drunk driver over and told him to get out of his car. I try to arrest him, but can't. Help.

Mark Anderson, Bridlington.

Of course you can't arrest him, for you haven't proved that he's drunk yet. After you flag him down, go to his car, stand by the door and give the following commands: talk to the man, Look at the man, Show your driver's licence, smell the man, administer the field sobriety test, handcuff the man. When the drunk asks to be cuffed in the front say, "no". Search the man, tell the drunk to get in the patrol car. Follow him to your rear door. Open the rear door. Radio for a tow truck. Take your prisoner to jail.

Before you complain that no-one could have worked out all of that solution, let me tell you that anyone could, if they had the game manual because it's in there. By the way, the drunk is a caricature of Al Lowe – the creator and writer of the Leisure Suit Larry games. How do I know that? Because I had lunch with him on board HMS Belfast years ago. Oh dear, what a name dropper I am. ■

If you've got a little problem that you are too embarrassed to ask a friend about, pop it in a plain envelope and send it to our Mistress of the Night and she'll take a close look at it for you.

HELLO BOYS, MAKE MY DAY. SEND ME IN SOMETHING I CAN GET MY TEETH INTO. I LIKE A NIBBLE NOW AND THEN.

Snip Tips

Welcome to where we try to spoil every game by printing the cheats so you can complete it in three hours. And don't forget, thanks to those nice Ocean folk, there's a free bit of Hit Squad software for every tip printed.

DEATH MASK

Alternative

Chris Dunn has written in to remind me that, while we printed the first 17 codes for this game back in the October issue, we've yet to complete the list. So here they are. Cheers Chris!

LEVEL	CODE	LOCATION
18	62156	Dark Castle
19	84678	Training Ground 1
20	57093	Training Ground 2
21	29264	The Caverns
22	47446	Outpost 2A
23	75330	The Asylum
24	82855	Dark Castle Cellar
25	58474	Sub Basement
26	38392	Alien Correction Facility
27	55276	Cerebral Alteration Plant
28	68163	Research Room 2
29	75156	Preparation Room
30	70948	Navigation Control
31	54334	Radar Station
32	39814	Weapon Research
33	52262	Central Core
34	73164	The Last Alien Nest

FEARS

Guildhall Leisure

Carl Woodthorpe from Lincolnshire has found a nice little cheat for the cover disk demo we ran a few months back. During the demo, press the HELP key and a little message saying 'protected' will flash up under your energy display. You should now have a circular power saw, 99 energy points, and full ammo for all weapons (even the Plasma gun which you start off with, but without any ammo at all!)

96
RIFLE
HEALTH
35
LIVES 3

▲ Find out how to get bags of ammo, energy and a saw in Fears.

BRUTAL SPORTS FOOTBALL

Millennium

Craig Ridley has written in to remind us of some rather handy cheats for this jolly fun sport/violence offering. Fairly obviously, this won't work for CD32 users (cause you don't have a keyboard — ner ner ner ner ner!) Er ... anyway, sorry about that. Here they are.

To play in any league, hit the letter L followed by a number from one to three (with one being the highest). Now press M followed by a number from one to six to select which match you want to play in (e.g. L1M6 will take you to the last match in the top league). You can also press the following keys in the match for some smashing effects:

L for Lightening
I for Invincibility
G for the Walking Ball
R for the shield
S for the Hare
D for the Tortoise
F for the Freezing Blocks

VIROCOP AGA

Renegade

An old chum from my The One days, Aberdeen's own Mark Forbes, has sent me a whole heap of codes for the excellent blaster by those clever Graftgold chaps. You need to register your name as being "I am Legend" and then you can use the following codes for the following levels (I say that a lot don't I?)

WORLD 1
STTPRBN
KFFSJLP
FKCSSTD
FKVSMPL

WORLD 2
MPJPFNB
GNRSTSH
NGSDCNG
DHBNPFJ

WORLD 3
RCLKKTV
JLCNSGD
BVMSVBK
BVSSCRG

WORLD 4
HDKSLJM
CRPSBVF
HDHKMR
HDJKFSB

WORLD 5
BVRKTKH
LJDKGPC
BVFSJLP
BVNSHDT

PINBALL FANTASIES

21st Century

If the age of the games people send tips in for is anything to go by, you have to wonder if any new games are being bought any more! Either that or people are just looking for an easy way to grab themselves a software prize. Hmm. Anyway, because this is actually a top game, I'll allow Bath's Stephen Morris the benefit of the doubt. This time ...

Just type in these words for a variety of ball-enhancing japes:

EARTHQUAKE
VACUUM CLEANER
EXTRA BALLS
ANDREAS
ULF
MARKUS
FAIRPLAY
DIGITAL ILLUSIONS
THE SILENTS
FREDRIK
OLOF
BARRY
CREW

SENSIBLE WORLD OF SOCCER

Renegade

Just in case any of you are still struggling to find good players for your own teams, David Dunn has sent in a list of his suggested top ten strikers and where to find them – so here they are. Does anyone out there want to challenge this list? Let me know. Usual address please.

1) **Dennis Bergkamp (Inter Milan)**
2) **Rudd Gullit (Sampdoria)**
3) **Stan Collymore (Nottingham Forest)**
4) **Bryan Roy (Nottingham Forest)**
5) **Dejan Savicevic (AC Milan)**
6) **Alan Shearer (Blackburn Rovers)**
7) **Andy Cole (Newcastle United)**
8) **Peter Van Vossen (Ajax)**
9) **Tatsura Mukojima (Shumuza S-Palse)**
10) **Roberto Baggio (Juventus)** ■

Matt Broughton

And that's it folks. Please keep the tips and cheats coming in and can we have some more of the recent titles in there si vous plait, eh?

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The Power CD-ROM for the Amiga 600/1200 plugs directly into the PCMCIA port and provides a direct SCSI-I and SCSI-II interface, allowing up to six additional devices to be connected. What's more the Power CD-ROM features a 'Hot-plug' which allows you to connect and disconnect the CD-ROM and any other additional devices even when the Amiga is switched on.

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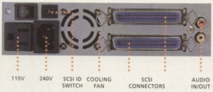
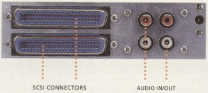


double-speed



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We have seen almost every Amiga CD title in existence and sadly, the general trend appears to be "shovel as much data on as possible and to hell with the quality". The majority of these CDs are also developed as multi-platform CDs and while this may be advantageous for the company selling them, the end user is faced with a CD containing a high proportion of files that he probably can't even use. So what is left? A CD containing loads of badly organised directories filled with low quality (in some cases even pathetic) graphics. Being a little disappointed, the user then looks in the font directories and finds... a massive task on his hands... he has hundreds of fonts (that are probably duplicated many times) and no way of knowing what he's got! The poor end user is then literally forced into loading each individual font into an application, just to see what fonts he's actually got! If that wasn't bad enough, he then, quite possibly, discovers that most of the fonts have missing and/or corrupt files!

Some of these "so called" CD developers even get away with "shovelling" data from their old CDs onto new ones and releasing the new CD as "Professional". We could go on and on and on, but why bore you with something you already know? We genuinely feel that the current situation stinks and we at EMC are aiming to set the standard on which all data CDs on the Amiga will be judged. A big claim you say? Well, here's a brief insight to what is included on the EMC CDs and how the data is organised...

Firstly, these CDs are aimed directly at Amiga users, and are not designed for multi-platform computer use. This means that you don't get CDs loaded with PC files that you cannot use! To aid in the rapid location of font, clipart and image data, each of the 3 CDs contains IFF font preview screens for every font (regardless of its format), you simply click on the preview icon to see the font! The clipart and image directories have been fully sorted and all directories include full IFF preview thumbnail index screens (and also descriptive filenames). Purchasers of the CDs will also have the option to buy a typeface book, published especially for the EMC CDs, containing font printouts!

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Colour EMC volumes 48 & 49 and 71 Imagine Type 1 Fonts.

CLIPART Fully sorted into sub-directories (number of directories listed in brackets).
IFF Alphabet(4), Borders(16), Buildings(6), Cartoons(17), Computer(7), Education(5), Electric(6), Food(90), History(5), Natural(59), Space & SciFi(3).
IFF Col Fruit, World Maps (of every country on Earth!), Ships, Vegetables.
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CLIPART Fully sorted into sub-directories (number of directories listed in brackets).
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Years in the making, Demo Maniac finally gets a release. Could this be your entry pass into the next big demo party?

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A brave challenger to the all-conquering Directory Opus, Info Nexus 2 now comes with Data Nexus free.

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Programming: everyone's doing it! The former shareware C compiler DICE C has grown into a commercial package, but can it mix it with the big boys?

● **Amiga M1438S Monitor 83**
Amiga Technologies have released their official multi-sync Amiga monitor, complete with stereo speakers. We put you in the picture.

● **CD-ROM Round Up.......................85**
CD-ROM Round Up is extended to three pages this month since you enjoyed last month's feature and cover CD so much.

● **PD Scene 89**
More demos, games and weird stuff from the wonderful world of the public domain.

● **PD Utilities 95**
All the best gems from the more serious side of the public domain are unearthed in PD Utilities.

CD-ROMS 85

Horgan's Organ

Marvellous innit? Here we are hurtling towards what many had predicted would be a winter of discontent for the Amiga scene, and we're virtually snowed under with new products and developments. While the fly-by-nights may have prematurely lost faith in our favourite machine, the real innovators are sticking with it to ensure we all have a healthy future with our Amigas.

Phase 5 continue their bid to accelerate every A1200 to at least 50MHz 68030 spec with the fourth revision of their A1230 board.

Meanwhile CD-ROM has taken off as the fastest growing aspect of the Amiga market, proof of which is the amazing response we had from last month's cover CD and this month's abundance of new CD releases. This is backed up by the release of excellent new software like Softwood's Final Calc and others which have grown from modest shareware roots into fully-fledged commercial packages such as DICE C.

Some Amiga magazines have accused others of blind optimism, but we're not in the business of blinkering ourselves or our readers. If this whole thing really was going down the pan, do you think I'd still be here writing this? We have a business to run too!

Let's get on and enjoy the Amiga and its unique community of users. That's something the other platforms will never have nor understand. Be proud of it, I am!

Tony Horgan

Demo Maniac 74

PD Scene 89

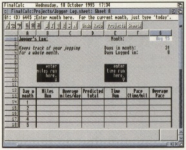
PD Utilities 95

FinalCalc

■ **Price: £99.99** ■ **Developer: Softwood** ■ **Supplier: Softwood ✆ 01773 836781**

Have SoftWood got another winner on their hands? Maybe but with a few reservations.

We all know that the Amiga is one of the best computers for video and graphics work. Few other systems have so many different applications offering such flexibility and power for digital video work. Sadly, however, the Amiga has been seen by some as not being able to compete when it comes to the professional office market because of the lack of powerful sophisticated spreadsheets, databases and word processors. People wishing to use these type of applications tend to use PCs or Macs and once they've started using them for these purposes the danger is that the Amiga will be pushed aside completely.



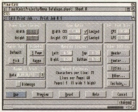
```
FinalCalc     Wednesday, 18 October 1995  17:34
FinalCalc:Projects/Jogger Log.sheet: Sheet A
G1: (D) 6445 ;Enter month here.  For the current month, just type 'today'.
```

	A	B	C	D	E	F	G
1	Jogger's Log:				Month:		Aug 95
3	Keeps track of your jogging				Days in month:		31
4	for a whole month.				Days Logged in:		0
7–10		enter miles run here.			enter time run here.		
12–13	Day o month	Miles Run	Average miles/day	Predicted total	Time Run	Pace (time/mil	Average Pace
14	1						
15	2						
16	3						
17	4						
18	5						

Undo
Redo
Projects
Sheets

▲ FinalCalc can surround cells with borders, for on-screen table creation. It is, however, difficult to set background colours.

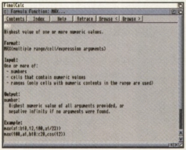
In the last year or so though, a slow but steady stream of heavy weight business programs have been released: Digita's *Wordworth* and Softwood's *FinalWriter* covering the WP market while HiSoft's *Twist 2* covers the database flank. But what of spreadsheets? You could wave CU Amiga's *ProCalc* cover disk around, but by comparison to PC and Mac spreadsheets of late it looks a bit long in the tooth. *FinalCalc* from Softwood has finally arrived though, with the promise of super league power;so it as good as we've been lead to believe?



FinalCalc
FinalCalc:Projects/Demo Database.sheet: Sheet A
Edit Print Job...
Default
Pick
1 Page
Range
Width
Height
Left
Right
Top
Bottom
Locked
Locked
Header...
Footer...
Titles...
Other...
Include...
Characters per Line: 77
Lines per Page: 60
Pages: 1 (1 wide 1 high)
Sideways
Use
Preview
Reset
Help
Cancel
changes

Messy

On loading the program, after installing it to hard drive, a fairly standard looking spreadsheet appears. Taking a quick look around the menus reveals a frightening number of choices and possible commands. After the simplified menus of *FinalWriter* this came as quite a shock! And the icon bar below the menus doesn't help much either.



FinalCalc
Formula Function: MAX...
Contents
Index
Help
Retrace
Browse <
Browse >

```
MAX
Highest value of one or more numeric values.

Format:
MAX(multiple range/cell/expression arguments)

Input:
One or more of:
 - numbers
 - cells that contain numeric values
 - ranges (only cells with numeric contents in the range are used)

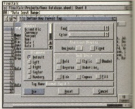
Output:
number:
  Highest numeric value of all arguments provided, or
  negative infinity if no arguments were found.

Example:
max(a1:b10,12,100,a1/23))
max(100,a1,b10:c20,cos(12))
```

Only the basic editing and text attributes are set from the tool bar, you won't find any of the icons or flexibility frequently found in other application tool bars or even spreadsheets: no insert date/time, common formulae, etc.

There's also no way to reposition it or tailor it. The user interface is certainly way behind other Amiga spreadsheets we've seen in terms of simplicity – definitely a missed opportunity!

Once you get past the initial shock of the basic front end and start exploring things improve considerably and there are even several touches that make the user interface better. But there are several features crying out for some of the user interface tricks found in SoftWood's latest version of *FinalWriter*, but more of this in a minute.

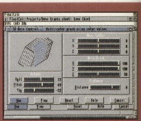


FinalCalc
FinalCalc:Projects/Demo Database.sheet: Sheet A
Define New Format Tag
Scientific
Currency
Percent
Default
Left
Right
Center
Numbers
Font
Color
Decimals
Fixed
Bold
Italic
Shaded
Reverse
Underline
Hide
Commas
Fill
Tag Name
Use
Reset
Cancel

▲ **FinalCalc provides DTP/Word processor style sheets, allowing commonly used text attributes to b stored for future use.**

One of the first things you notice is that the Project menu doesn't have the usual Open, Close, Save affair under the first menu. Instead you have the option to open Projects, each project containing one or more sheets. Although individual sheets can be opened, in use I found its Projects approach of storing several related documents together under one name more sensible and easier to work with. This is obviously very useful as it means related sheets can be kept together, stored as one file. For example, a project for household finance might contain

3D Graphs



FinalCalc
FinalCalc:Projects/Demo Graphs.sheet: Some Sheet
3D Data Control...
Multi-color graph using color values
Rotate
Agl
Pitch
Yaw
Distance
Use
Flow
Reset
Help
Cancel

I started off this review talking about the Amiga's lead in graphics and 3D image markets, so it shouldn't really come as a surprise that *FinalCalc* has comprehensive 3D graphics capabilities. What's surprising however is just how powerful these capabilities are and how useful they are in a business environment.

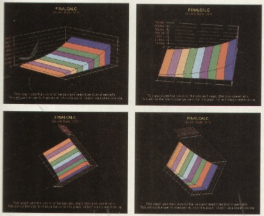
Looking at its features first, *FinalCalc* draws its 3D graphs as true 3D objects. This means that whereas *ProCalc* simply showed a graph with a third dimension drawn for effect, *FinalCalc* creates a 3D world in which the graph exists, and in which you can move around to see the graph from different view points. The viewing angle can change in all three directions, and it's even possible to change the scale of each axis!

Perhaps the only thing missing from its 3D capabilities is the option to export the graph as 3D data so it could be rendered in *LightWave* or *Imagine*. Maybe I'm daydreaming, but I can't help thinking how impressive it would be to see a graph with texture mapped columns, and custom lighting effects – other presentations wouldn't stand a chance!

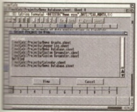
Animation In Action!

FinalCalc's animation feature is probably one of its most talked about features. As well as being able to move around a 3D graph the view changes can be recorded to Anim. As the data in the spreadsheet that the graph is drawn from changes so to does the graph - nothing new there. What is new is that the modifications to the graph over time can be recorded as an animation. You could, for instance, watch as a graph showed turnover and profit changes for a company happen during the course of a year, watching columns rise and fall. These changes can be combined with simultaneous viewing angle changes to add impact or aid visibility. If during the animation for example one column of a graph dropped behind another one the camera angle could change to swing above or around the graph to keep the column in sight – clever stuff!

The animation is stored as a series of sequentially numbered IFF files not a true anim file. Although the manual shows how one can be created using the PD program 'makeanim' given the otherwise powerful nature of the program surely it couldn't have been too much to include an option to have this done automatically?



▲ FinalCalc has the most impressive graphing functions of any Amiga spreadsheet, full 3D graphs make it possible to change the viewing angle in all three directions.



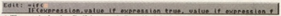
▲ To change to a different sheet or project you need to go via menus and requesters.

two sheets one for regular bill calculations and one covering loan repayments. I was, however, surprised to find that *FinalCalc* doesn't use the tab-access approach, pioneered by SoftWood in *FinalWriter*, to make jumping between sheets easy. Why not have a row of tabs along the bottom of the screen for each sheet? Instead you need to go to a menu, click on View, and select the sheet required. Ho hum!

Classic stuff

When it comes to producing spreadsheets the program supports a very strong collection of presentation aids, functions/formulae and sheet manipulation tools. When moving a cell or cells around using Paste the references in formulae can readjust for you automatically while a single cell can be copied to multiple cells. There's also options to hide, lock and protect cells. All classic spreadsheet stuff.

The layout tools provider are good. Cell widths and heights can be changed, as can the contents font, colour and attributes (bold, italic etc) however they aren't very intuitive, I'm still trying to find out how to do some basic things - setting a cell background colour for example. There's also a simple style facility that allows you to define a common format for a cells that you can then apply to other cells later on, cool! Along with



```
Edit: =if(
        IF(expression,value if expression true, value if expression f
```

▲ When entering functions FinalCalc automatically provides help showing the parameters and arguments of the function being entered.

these, you can also add borders to cells. *FinalCalc* also allows you to clean up the borders of cells and remove duplicated lines. Other programs duplicate border lines – if you've got two cells next to each other, both with their own borders – giving thicker lines than wanted.

While entering the spreadsheet data there are several further tricks in the *FinalCalc* magic hat. The first is infinite undo and redo, so you can undo every action ever made on a spreadsheet right back to when it was empty. The next trick and more useful for beginners is comprehensive on-line aids, every function/formulae is documented with both quick one line descriptions and more detailed information. Then there's debugging tools to help find problems, like the find bracket feature which finds the closing bracket for an open on in a cell – invaluable for complex cell compositions.

If you print spreadsheets out you'll love the program. There's 29 page on printing alone in the manual, amongst its many talents are auto scaling of the spreadsheet to fit it on a set number of pages, a huge variety of variables for headers and footers (different date formats, page numbers, total number of pages etc), and the option to map the programs screen bitmap fonts to outline fonts for maximum quality when printing. The program supports Postscript Type 1 and 3, Mac ATM and Softwoods own outline font formats. If you're looking for the best output for your spreadsheet data you won't find better.

There's more to this program than I could possible cover here, it's calculation facilities are very impressive. Not only is it fast, but it handles circular references for you automatically, it understands infinity references (think about trying explain what infinity is to a system that only understands solid, real, numbers, you could take forever!) and has the capability to work backwards through formulae so it can work out correct starting values given a desired result!

Drawbacks

I liked *FinalCalc* and found it had most of the features I wanted, but not all. Given that *FinalCalc* is so late to the Amiga the chances are that most prospective spreadsheet users will already have one: *Maxiplan, ProCalc* or *TurboCalc*. So why doesn't *FinalCalc* support the last two file formats? I suspect the market for this program will come from users of these existing spreadsheets upgrading, yet with the exception of *Maxiplan* Softwood have done little to help us do so! Yes, there's an option to read Lotus 1-2-3 files so we could save data out from *ProCalc* etc in Lotus format and then import back in but are we using an Amiga or a PC here?

Then there's the manual. As Amiga manuals go it looks amazing. Hard back, glossy cover, ring bound – it must cost Softwood a fortune per unit! But as the old expression goes, never judge a book by its cover. While the layout, English, and quality are great I found the content and structure lacking. There's no step by step tutorial, although there are Basic Operations chapters showing how to get going. There's no breakdown or listing of the complex menus of the program it really needs, and more serious the function lists aren't subdivided into type (maths, finance, system etc) but rather just alphabetical – if you don't know a function name you've had it!

Its user interface is also lacking and could have been much, much better and definitely lets the program down. It's still a good spreadsheet, fast and responsive with some genuinely innovative and useful features and is without doubt the best spreadsheet currently available for the Amiga.

But in the final conclusion an Amiga application that can't directly talk to other similar Amiga applications and a user interface not up to current standards (standards set ironically by SoftWood amongst others) can't and won't get CU Amiga award. ■

Andy Leaning

FINAL CALC

A500
A500+
A600
A1200
A1500
A2000
A3000
A4000

system requirements:
Workbench 2, 3Mb RAM (recommended), hard drive.

ease of use......................80%
Complies with Amiga guidelines but doesn't compare to modern Amiga applications like Final Writer, Word Worth etc.

performance 93%
Fast, fully featured, excellent print options, amazing graphs, I could go on.

value for money 87%
This much application for this little money? I don't believe it.

OVERALL
The best Amiga spreadsheet-around, could be better, though.
87%

Blizzard 1230 IV

■ **Price: £179.95 (plus RAM)** ■ **Developer: Phase 5** ■ **Supplier: Gordon Harwoods © 01773 836781**

AMIGA SUPERSTAR

If this Blizzard card was a film character it would be James Bond. It's that smooth.

Phase 5 know a thing or two about accelerators, having been in the game for a long time. The famous Blizzard range has had various incarnations based around the 68020 and 68030 CPU. This is the fourth generation of the Blizzard 1230 and it's accordingly known as the Blizzard 1230 Mark IV.

High quality

Based on a 50MHz 68030 complete with memory management unit (MMU), this is as fast as it gets before you enter the territory of the expensive first generation 68040 accelerators that are now appearing. Blizzard products have always been high quality units often out-pacing the competition but at a higher price. But now the Mark IV has come significantly under the £200 barrier it's more attractive than ever.

Cheaper RAM

A1200 trapdoor accelerators are not all made equal. The Blizzard Mark IV is exceptionally well constructed, sporting a single SIMM socket that allows even double sided 72 pins SIMMs to be used. Unlike the Mark III, the IV permits the use of cheaper 70nS RAM. A jumper connection on the board is used to select 60 or 70nS RAM speed – a very welcome addition.

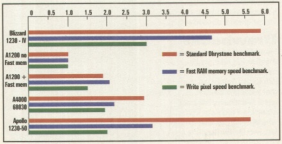
Faster OS?

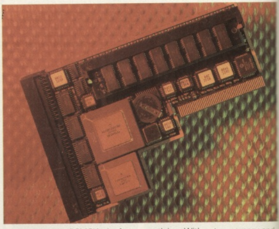
Interestingly, there's another jumper next to the RAM speed one. This selects the MAPROM function. With this jumper closed, the Amiga's ROM is copied into the 32-bit Fast RAM on the Blizzard board, which accelerates the operating system functions. This feature could be activated using the CPU command supplied with Workbench but by using the jumper switch you can enable it permanently if the loss of 512K of your Fast RAM isn't a problem.

Another new feature of the Mark IV is that if, while booting, the '2' key is held down, the unit will deactivate entirely. The extra memory, acceleration and even the SCSI adapter if present, will all vanish. That's extremely handy for running games that might object to extra RAM or more commonly the accelerator.

32-bit DMA

Like the Mark III, the IV has a 32-bit Direct Memory Access (DMA) expansion connector to allow a SCSI interface to be added. This would give a very fast SCSI interface, leaving the PCMCIA slot free for other peripherals. The direct memory access would also require much less CPU time for data transfer than a PCMCIA SCSI interface. Interestingly, the add-on module also sports an extra SIMM socket which can accept up to 128Mb SIMMs. It's an excellent idea but if SCSI is all that's required, the £90 expense for this feature is a little too hefty.





To the test

If you're laying out £180 for an accelerator, you want to go faster. How well does it perform? Without printing reams of benchmarks, the results could be summed up by saying that; the Blizzard Mark IV is the fastest 68030 based accelerator that we have encountered. In particular the memory speed is spectacular, faster even than the Falcon 68040 accelerator, and only being beaten by the A4000 Cyberstorm units (also built by Phase 5).

Acceleration

If you've never seen an accelerated Amiga, you're really missing something. Hard drives leap ahead speed wise. Time consuming tasks take only a fraction of the time. Real-time disk compression software can gain extra hard drive space without you even noticing. With extra memory and speed, you can finally run several applications simultaneously with little performance loss. Before too long you'll take this massive leap in productivity for granted.

We currently use a Blizzard Mark III here in the CU Amiga offices and it's given faultless performance to date. The Mark IV providing the same quality coupled with these extra features at a reduced cost can only be a good thing as far as we're concerned. The Blizzard 1230 Mk IV is definitely the top 68030 accelerator for your A1200. ■

Mat Bettinson

BLIZZARD 1230 MARK IV

A500
A500+
A600
A1200
A1500
A2000
A3000
A4000

system requirements:
Any A1200 with the trapdoor hatch free.

ease of use......................94%
Documentation is first rate. Installation is a breeze.

performance......................92%
Pushing back what can be done with the 68030.

value for money..............92%
The real thing at the right price. Absolutely superb value for money.

OVERALL
The best 68030 accelerator for the Amiga A1200.
93

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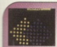

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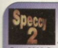

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U470 FINAL FRONTIER 1 (2 disks) Star-Trek magazine
U473 FINAL FRONTIER 3 (4 disks) Star Trek magazine
U480 HARD DISK CLICK Hard drive menu system
U490 B-TEC UTIL Amazing pack with 207 utilities
U491 PROTRACKER V3 Best music writer program
U492 WORK STATION (2 disks WB1.3 only) WB replacement
U495 HARD DISK UTIL brill collection of Hard Disk util
U496 EASY PRINT (A500 only) lots of printing utils
U498 WORK MATE 15 brilliant disk utils compilation
U501 THE MUSIC CONSTRUCTION KIT (state Amiga owned)
U504 HOT STUFF more util disk compilations
U505 VIRUS KILLER & DISK RESALVGE / REPAIR KIT
U507 DCOPY V3 PROFESSIONAL Excellent disk copier
U509 ULT BOOT BLOCK 40+ bootblock generator/maker
U510 ULTIMATE BOOTBLOCK Collection II + more
U512 ZIRCON UTIL 30 MOST USEFUL UTIL 2, brilliant
U515 WIT COMPETE UTIL 20 most used utils
U521 SPECTRA PAINT III rival to DPaint
U550 SCENERY CONSTRUCTION KIT FRACTAL, recommend
U551 ASSASSIN BOOT BLOCK over 50 bootlock protector
U555 CROSSWORD CREATOR (not WB3) crossword maker
U561 PERM CHECK a full POOL PREDICTION program
U568 ICON CONSTRUCTION KIT icon making program
U569 ICON ready made (4 disks)
U590 600 NUMERIC PAD EMULATOR (A600 only)
U591 DEGRADER (not WB1.3) A500 emulator
U592 KILL AGA make older programs run on A1200
U600 C64 EMULATOR II util & document
U601 DISKSALV II + ABACKUP (not WB1.3)
U603 THE CHEAT COMPENDIUM for over 450 games
U620 HOW TO CODE IN C (2 disks) + many examples
U622 ACTION REPLAY V1.5 cartridge on disk
U623 ACTION REPLAY V4 (A1200 ONLY) same as above
U645 PC EMULATOR V2.31 (WB3 only) SVGA PC emulator
U650 COPY & CRACK TOOL 2 more powerful copy programs
U680 NEW SUPER VIRUS KILLER (not WB3) kill 316+ viruses
U689 FORCASTER V2 horse racing prediction program
U690 ASSASSIN COPIER (lots) includes Xcopy3/dcopy etc
U694 SUPER DUPER 3 (NOT WB1.30 v.fast disk copier
U696 AMITOOL PROFESSIONAL disk database tool
U699 MEGACHEAT V3 + even more game cheats
U700 ANIMATION CONSTRUCTION KIT V1.2 + good
U702 V MORPH V2 create smooth morph animation
U703 POOL TOOLS 2(Latest) predicts horse racing
U705 TRONI-CAD best creative circuit board and examples
U707 GAME TAMER (384) - (2) Even more games cheats
U708 LAST WILL AND TESTAMENT write your will
U710 PERFECT PAINT 32 very easy to use paint packages
U714 ENGINEERS KIT various test kits for Amigas
U718 MAGNUM 1.9 REGARD the best disk magazines creator
U721 FONT FARM V3+ loads of fonts + font viewer
U723 EXOTIC RIPPER rates as the best sound/graphics ripper
U724 PARNET SET UP (2) requires for the connection
U725 PARNET CABLE MAKER INSTRUCTION project save £££
U726 AREX MANUAL (not WB1.3) complete manual. Highly rec
U729 ASSASSIN BOOT UTIL 50 boot block creator utility
U730 SOFT AGA (A500 plus or A600) & min 1.5 meg
U731 A-Z GAMES CHEAT for over 500 games
U732 MINI MORPHS create TERMINATOR 2 effect
U736 AWARD MAKER II + hundreds of ready made, brilliant
U737 ASSASSIN CRUNCH & COPY TOOL (WB1.3 only)
U738 S.KICK PROFESSIONAL V3.2 Various versions of K-Start
U739 TURBO IMPLODER V3.1 powerful disk cruncher
U740 CROSS DOS 5.1 plus read/write PC<> AMIGA disk
U741 HD-DISK TOOL BOX + many more disk util recommend
U742 HOW TO CREATE AUTOBOOT DISK complete + util
U743 UTIL. Disk Maker v3. MAKE AUTO DISK
U744 FRACTAL MANIA + BIOMORPH Brilliant Collection
U745 AF WORKBENCH (WB1.3 ONLY) replacement
U746 3D GARDEN DESIGNER can view from any angle brill
U747 ASTRONOMY V2 predict star planet prediction
U748 ILLUSIONS DRAWING program like Dpaint
U749 DISK REPAIR 3 (floppy & HD) include soft-protect
U750 MUSIC CATALOGUE (not A500 1.3) very easy to use
U751 SYSTEM CHECKER TOOL must for any amiga owner
U753 HARD DRIVE UTIL + lot more Hard drive util
U754 PARBENCH installer (complete)
U755 PRO CAD electronic latest circuit board designer
U756 WB MENU LAUNCHER menu system, easy to use
U760 ICON PLUS (3 DISKS) Hundreds of stunning ICONS
U761 RELOCKIT 1.4 latest WB1.3 emulator
U762 FAKE FAST MEMORY make older software run
U777 TELETEXT RECEIVER Project. Highly recommended
U781 DOSTRACE V2 display information why some program refuse to run. Also monitor Amiga activity RECOMMENDED
U783 POOL WINNER GOLD must for all gamblers
U789 HARD DISK MEMORY V2 use HD as memory (re MMU)
U790 WINDOW BENCH V2 (WB 2/3) 2 disk new workbench replacement, include lots of useful utilities
U791 COMPUTER DIAGNOSTIC TEST V9 Amiga complete system tester
U800 PRINT A CARD include many ready made
U801 MULTI-PRINT V4 lot of printing util
U805 DISK PRINT print custom disk lables
U807 FONT & PRINT Load of utilities to wiew & print your
tion. RECOMMED
U830 POOL WIZARD -(football) prediction
U832 DIVENDEND WINNER - Prediction rograme for use with
WOOD, VERMON, ZETTER Ect
U834 FORCASTER 2.02 New Horse prediction Prog
U839 AUDIO MAGIC 4-Protracker V3,Exotic ripper
U843 AUDIO MAGIC 8- Octamed player ect
U846 C64 emulator V3 (2DISK) C64 emulator latest
U848 SPECTRUM EMULATOR V2- Spectrum emulator latest
U850 EAGLE PLAYER (2disk) the best music player.
U851 DELI-TRACKER (2disk) play all music format
U881 SONIC DRUM KIT V2 Make drum sample
U882 DISK COPY Pack- collection of 10 disk copier
U883 OPTI-Utils 1-over 30 disk copier/Optimise ect
U885 INTUTION BENCH MARK V6.5 (Not Wb1.3) sysinfo
U886 COMPLETE WB UTIL (2DISK) very useful Util col
U887 DISK REPAIR KIT 4-include disk repair, undelete,
diskmate, sysinfo ect
U950 STEREO-SCOPIC V2.a (not A5001.3) This is the
DOT STEREOGRAM generater.
U951 FORTH PROGRAMMING (NOT WB 1.3)
U957 SCALA BACKGROUND (2disk) High quality image
U960 PROGRAME LOADER-New HardDisk menu
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U967 PRO-GAMBLE-Super Horse prediction programme.
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Paint Instan on line for evry fuction
U981 VIRUS CHECKER V6.54 --AUTO UPDATE MONTHL
DIRECTORY OPUS V4 add Extra Command/BUTTON
U983 MAGIC WB & MAGIC MENU ..Both Latest version
U986 VIRUS-WORKSHOP V5.1-the best Virus killer
U987 GRAPHIC-CONVERTER (2D) Convert picture ect
U988 TURBOCAT Auto catalogue your disk library
U989 AUTOBOOT DISK MAKER V4 -very useful
U993 IMAGINE STUDIO V2.(2D) The best PD image/picture
available rival even thecommercial costing hundres of pound
U969 POWER-CACHES Speed up disk loading,Accesses
U970 HARDDRIVE SECURITY II Large collection of HDsecurity
grame eg Lockout2,Password & many more
U971 HARD-DISK & FLOPPY DISK DOUBLER (Epu) not WB1.3
U973 CHEAT FOR 800 + GAMES, LEVEL CODE V3.3 (2)
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U977 MAGICWB ICON ARCHIVE (3) 1000's of MGwb icons
U998 X-PASSWORD-proctect your hard/floppy drive
U979 ICON ACHRIVE(3) 1000's of normal Icon(any Amiga)
U994 TEXTURE STUDIO. Render Various Texture for use with
3 ect req FPU.(not 1.3)
U995 PRO-GAMBLES V2 must for all gamblers.
U996 BOOKIE BEATER- gambling programe to win bookie
U997 HD GAME INSTALLER 3. install more game to HD
U998 EXOCTIC RIPPER V3.b Latest ripper
U999 HD MEMORY (new collection) require MMU
U1000 MAGIC OPUS VOL 2 & 3 (2D) more Dopus button
U1001 CAR DATA ANALYST-check your car performance
U1002 TURBO CAT-(WB 2&3 only) catalogue creator
U1003 LOTTORY WINNER V2-new version
U1005 BASIC-ELECTRONIC-Teach all about eletronic
U1006 LOTTO LUNACY V2 Update latest lottery predictor
U1007 ALL NEW HARD-DISK & FLOPPY DISK TOOL 2 (2)
U1008 HARD-WARE PROJECT 2 (2) Build dozen of project
to fit Amigas in a tower case
U1009 DATA ALERT 3-explain why your computer crash
U1010 WB2.04 INSTALLER-install A500+/A600 to HD

Printer Pack

5 disk pack with all the latest printing programs specially designed for printing out high quality documents, text & pictures ect. and it is even able to print out A5 Booklets (ver handy), Easy to use.

A must for any Amiga owner with printer

Printer Pack (5 disks) only £4.99

WORKBENCH EXTRA UTILITIES

Collection of the best WB utilities like Tool/Deamon, Snoopdos V3, lost file finder, Memory monitor, Latest virus killer, Wb Disk Copier etc. much too many to list. All on 2 disks only £1.98 (not WB1.3) RECOMMENDED

AMOS

This is the largest collection of Amos hints, tips, pro cedures, routines, subroutines, graphics, utilities, Scrollers routines, library & some of the top games source code. This pack will help you write more qu pack & much faster programme

10 DISK PACK ..£10.90 compatible with all Amos & Amos

GAMES

G222 MEGA 21 GAMES amazing 21 games
G235 DRAGON-CAVE brillant 3D puzzle games
G240 QUADRIX very addict excellent
G242 TAKE EM OUT like to Operation wolf
G253 DESTINE MOON BASE Arcade conversion
G272 TANK BATTLE 2 player tank battle game
G279 ARCADIA the best ARKNOID clone
G300 Q-BOID cross TETRIX and INVADERS
G303 DIMENSION X 2 player LIGHT CYCLE GAME
G310 NEBULAR Excellent 3D shoot em up
G316 GALACTIC Excellent 8 levels arcade
G317 HYPER-BALL Speed ball +level editor
G320 GHOST-SHIP Very good 3D adventure
G325 BATTLEMENT hunch back of notcha
G326 MEGA GAME COLLECTIONS III 3 top games
G329 MADONNA NUDE PUZZLES for 18+ only
G331 GRAVITY massive space exploring game
G333 CYBER-NETIC Brillant 8 way blaster
G334 DONKEY KONG -(A1200 order code AGA296)
G336 CRAZY SUE II- best platform to date
G342 SUPER SKODA CHALLENGE (& track editors)
G344 STAR-TREK similar to RAID2 but harder
G355 DOODY very cute & extremely addict
G356 WONDER LAND amazing graphic recommed
G362 DELUXE PACMAN + best pacman ever release
G367 CARD GAMES collection
G368 WIZARD-DOMAINS-dugeon type games
G370 KALATRIZ (notA1200) arcade tetriz clone
G373 AIR ACE II Very playable shoot em up
G384 OTHELLO best PD version
G386 MOUSE IMPOSSIBLE very addictive puzzle
G390 TETREN most polish Tetriz ever release
G392 STRIKEBALL brillant base ball clone
G399 TRAILBLAZER brillant (not A1200)
G400 FIGHTING WARRIOR like street fighter
G404 DOMINOES only one of it kind on PD
G406 TOTAL WARS -strategy like chess in space
G411 BATTLE CAR 2- 3D car racing
G431 NESTER CARD GAME- hours of fun for a quit.
G435 ROULETE amercan roulete excellent
G438 TRAILBLAZER 2 C64 conversion
G441 E-TYPE 2- very good asteroid great graphic
G443 OLEMPIAD DISK (2D) Olympic sport events
G445 DESCENDER GAME tank, search & desender
G446 OBLIDOX excellent Arcade/Puzzle game
G448 PARACHUTE JOUST quite playable
G455 CASTLE OF DOOM VG graphic adventure.
G460 WIBBLE WORLD GIDDY Large platform game
G467 CASH FRUIT- good fruit machines
G478 AMOS CRICKET cricket games
G488 EXTREAM VILONCE 2 player battle out
G489 ENGIMA MACHINE very challenging puzzle
G490 MEGA BALL 2 very playable break out clone
G491 BOUNCE & BLAST brillant platform 10/10
G492 ZOMBIES & DEFENDER 2 fantastic games
G494 MERCANERY SIMULATION 3D wars games
G499 LIFE -simulation very interesting
G500 TRANSPLANT dozen of level fast arcade.
G501 KLAWZ THE KAT-great platform games
G511 HIGHWAY HELL like SPY HUNTER on the C64
G531 OPERATION FIRESTORMS-brillant
G534 CASTLE KUMQUAT similar to Alien breed
G535 BLACK DAWN brillant graphic adventure
G538 MORIA 5.4 The latest Dungeon & dragon
G539 BRIDGE Good version of bridges
G540 ORK ATTACK bloody adventure

101 GAMES

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Brillant collection of over 100 of the very best of PD games includes INVADER 2, Tetris, Monopoly etc Much too many to list. Very easy to use menu system Most games come with full playing instructions

MUST FOR ANY GAME PLAYER

COMPATIBLE WITH ALL AMIGAS

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G541 REBOUNCE 2 player futuristic breakout
G542 ROAD TO HELL brillant car racing
G544 SUPERTOM CAT New vertical shoot em up.
G545 KUNGFU CHARLIES mix with platform brill.
G546 RAID 4 latest vertical scroll shoot em up
G546 QUIZMASTER very good quiz programe
G552 ELEVATION games base on lift ??
G560 IMPERIAL WALKER -Base on STAR WAR games
G567 STARBASE 13 (2D) Bril like MONKEY ISLAND
G657 AMOS LOADSA MONEY best FRUIT-MACHINES
G659 MR MEN OLYMPIC (2D) many event to complete
G660 4 L.C.D DREAM 4 small hand held gamesG
664 NEIGHBOUR GAMES (2D) base on the TV series
G665 TIME RUNNER (WB2/3) Brillant graphic
G667 GOLF (2DISK) One of the first & decent GOLF
G668 AMOS CRICKET 2 New Amos cricket simulator
G669 MUGSY REVENGE gangster graphic adventure
G672 JIGSAW (2DISK) very playable jigsaw games
G673 BOBBY GARDEN + DIGGER (NEW) Brillant
G674 HIGH OCTANE Fast car racing (notwb1.3)
G675 TIME RUNNER amazing graphic adventure
G680 SPACE-INVASION 2 - Fantastic Galaxain
G681 AUTOMOBILES - PD version of SKID MARK bril
G682 BANDIT MANIA - Brillant fruit machine demo
G685 PROJECT BUZZ BAR -Brillant asteroid
G689 GUN FIGHT (not A500(1.3)
G690 THE REAL POPEYE 64 (a500 1.3 only)
G692 SYSTEM DEFEND-Brillant Defender clone
G698 AMIGA-BOY-Game boy emulator + tetriz
G732 DETHELL IN SPACE. Recommed.
G735 OVERLANDER Brillant arcade MOON ALERT
G737 SERIOUS BACKGAMMON The best in PD BG

101 GAMES 2

PRICE ONLY £10.99

This is the very latest all new 101 games compilation pack 2 containing some of the very best in PD games like Zeus, Wonderland, Dragonflies etc. Much too many to list.

COMPATIBLE WITH ALL AMIGAS

All games are selectable from an easy to use menu & most games come with full playing instructions

G771 STAR WOID (2 Disk) brillant Thrust
G772 UN-SENSIBLE SOCCER very similar toSensible scoccer games. RECOMMEND
G773 FRUIT MANIA -Brillant Fruit machine.
G774 TRICKLE TREAT -like DOOM on the PC
G775 FOOT-BALL MANAGER-new version
G782 SOLO ASSAULT 3D like Wing Commander
G783 SEED OF DARKNESS-Brillant graphic adven
G784 NANO FLY Superb explore game RECOMMEND
G785 THE GREAT GOLD RAID- very addicted
G787 ANT WAR V1.9 (LATEST) not 1.3
G788 ZENO-MORPH -Great grahic
G789 TASK FORCE very good MIND SHADOW clone
G790 GREEN FIVE Amazing 3D graphic like
G791 PROFFESIONAL BINGO CALLER
G792 MARTIAL SPRIT like Street fighter II
G798 6 EXCELLENT CARD GAMES collection
G809 BLITZ 2 fast action shooting games
G810 EXIT 13 Brillant puzzle
G811 TEMPORAL MISPLACEMENT-graphic adventure
G812 ADAY AT THE RACE-V.Goodhorse racing games
G820 BOULDER ORIGINAL with 80 level
G821 BOULDERDASH cave/level Construction kit
G822 BOULDER COLLECTION 2/3 160 level (2disk)
G839 BOULDER PACK with 640 level on 8 disk
G860 ALIEN NET WORK-new Spacing invader
G862 BATTLE FORCE excellent text adventure
G863 GNU CHESS the best chess with 10 level
G866 SWORD OF YIGG Graphic adventure
G867 POWER-TETRIZ for 1 or 2 player
G868 SUPER SMASHING TETRIZ
G870 CHESS II & CHECKER One of the best around must for all CHESS or CHECKER player
G871 GRAVITY FORCE 2 1 or 2 player thrust clone
G872 SCHNEBITZ Commercial quality puzzle games
G875 DELEXE GALA v2.3(new) add new feature &bouns gamme + 2 player RECOMMEND. get it now
G876 THE KRILLIAN INCENDENT like ELITE2/Epic
G878 QUANTUM-Maze colect & escape type games

NEW
101 GAMES PK 3

new 101 pack 3 contains over 100 games. run on all Amigas only £11.99 offer buy any 2 pack together & recieve a free £4 token for use with next order "this offer cannot be used with any other offer current & subject to condition apply

G879 RAG TO RICHES - like MONOPLY
G884 WIPE OUT-mindless blasting gamse
G885 GODZILLA Another shootem up
G886 SUPER MEGA FRUIT- All new Fruit Machine
G888 DRIVING MANIAC 3D (fill vector like/nd500) car racing- very fast. RECOMMEND
G889 PLANET FALL - Luner Lander clone
G891 BUCK TOOTH ADVENTURE Very good multilevel shoot/collect em up RECOMMEND
G892 PENGO 2- Maze type games. Recommend
G893 SUPER OBLITERATION Blast asteroid verysimilar to PANG 2 lot of weapon RECOMMEND
G894 SUPER INVASION II -New SPACING INVADER
G897 THE SHEPERD Brillant POPULUS clone. REC
G898 ALIEN GENOCIDE (2) Shoot aliens set in space.
G899 PUCKMAN. One of the better PacMan arround
G900 SUPER-BATTLE ZONE.3D (not WB1.3)
G901 M*A*S*H a (ANTWAR 2) play very similar toLEMMING & WORM, with load of Weapon (Brillant)
G904 LAST SOLDIER (2) multilevel platform games
G905 CBBERTECH (2) exclient ALIEN BREED Clone
G906 HANGMAN any one for a game?
G907 ACE SPACE nice Platform games
G908 COLOURMANIA slide/Klatriz type puzzle games
G910 HARRY-HADDOCK- Brillant platformer games
G912 MANGLE FENDER -Brillant, Smash up othercar/tank ect to win. extremly addicted. get it
G913 ARCADE GAMES CLASSIC Vol 1 & 2 (2d)
G914 HELICOPTER-play like Desert strike
G915 COW WARS. Very addicted 2 player games
G916 ISLAND -Play like Monoply.
G919 COP THE LOT Pro Latest Lottery preditor
G920 LOTTERY PROFFESIONAL This version use
G921 MONOPLY (board games) The best version
G922 JET WILLY 3 - excellent platform games
G923 FLAMMING ENGINE-Superb car racing
G924 POWER MACHINES. Grahicaly brillant shoot
G925 SUCIDE-MACHINE Operation wolf style
G926 ZAXXON 3D Superb C64 3D blaster games
G927 BOING V3. Great platformer. recommend
G928 PUNTER-Animate horse racing games
G929 ARCADE JIGSAW (2d) include LION KING
G930 WHEEL CHAIR GLADITOR-Very fun to play
G931 NIMBLE-Brillant New arcade puzzle.
G933 BLACK DAWN 3- THE NEW BEGINNING (2) Superb 3D adventure. RECOMMEND
G934 R3 ROCKET (NEW)very good rockets games
G935 BATTLE SHIP- the finest PD version
G936 LAST LAP - Fast car racing

GAME HINTS & CHEATS II

Play your favourite game for ages? but can't get to the end of the level or game? Having problem with some games? 5 disk pack with 1000's of games cheats/help/level code action replay poke etc should help you finish many games suitable for all Amiga only £4.95 Update & release on 29 July 95

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E002 COLOUR IT brillant computer colouring book
E003 TREASURE SEARCH find the hidden treasure.
E004 LEARN & PLAY I(not A1200)many maths & games
E005 LEARN & PLAY II more education programes
E006 SPANISH TRANSLATOR Spanish<> English
E008 MR MEN (WB1.3only) brillant story adventure
E009 ASTROMY tutorial on solar/star ect system
E010 SIMON & SPACE MATHS maths & simon games

E011 EDUCATION PACK 1

packed with dozen of education programs ranging from maths, science to educational games recommend suitable for any Amiga. 5 disk pack only £4.95

E011 EDUCATION PACK (5 Disk) pack with lot of ed program ranging from maths to games recommend
E019 DINOSAURS teach you all about Dinasaour
E020 WORLD DATABASE require (2+meg)
E021 STORY LAND II interact puzzle games rec
E022 LANGUAGE TUTOR teach you 4 language
E023 TALKING COLOURING BOOK talking Dpaint bril
E024 EASY SPELL II improve your kid spelling
E025 SCRABBLE require 2-4player. brillant
E026 WORDS can help you solve the crossword
E027 OSWALD Very colourful large cartoon game
E030 EVOLUTION beed your own hybrid
E031 IQ TEST + IQ GAMES pack 1 excellent
E033 TYPING TUDOR very good typing tudor

EDUCATION & 21 GAMES pack

Collection of the very best of education program & a 21 games pack. a very popular combination for kids. (run on all Amigas) 5 disk pack only £4.95

E035 CHESS HELPER help/teach how to play
E036 BASIC TUDOR learn about Amiga basic Prog
E038 AMIGA TUTORIAL 7 part tutorial
E039 COMPUTER CARE how to care about AMIGA
E040 GUIDE TO LOWER BACK PAIN tutorial the spine & how to avoid back pain. (recommend)
E041 KID ALPHABET display all alphabet letter
E042 FRACTION & SILOUEST maths & games excellent
E043 MATH MASTER teach/test you more on maths
E044 STEAM ENGINE V2 graphic & tutorial
E045 PETROL ENGINE tutorial & animate graphic
E046 GAS TURBINE ENGINE tutoria & anim graphic
E047 STIRLING ENGINE tutorial & anim graphic
E050 DREAM FOR ANGEL explain the meaning of dream E051 INVISIBLE WORLD brillant recommend
E052 FISH TANK turn your amiga into a FISHTANK
E054 DEMOLITION MISSION simple game for kid
E055 WORD POWER solve crossword puzzle ect good.
E056 WORM HOLE simple game ideal for children.
E057 APPLE CATCHER catch falling apple brillant
E058 CROSS MAZE & CRYPTOKING 2 excellent kid games E059 VERB QUIZ find the word & it related. Bril
E061 KING JAMES BIBLE (4d) complete bibles excel
E066 TARROT clairvoyant in a instance
E068 GALLOW fancy a games of hang man?
E070 MATH DRILLS teach all basic math skill Vgood
E071 ERROR INFO give info why your amiga crash
E075 WORLD-WAR 2 graphics tutorial on WORLD-WAR releate program eg simulate Starprobe/ molecube/ ect
E076 SCIENCE an excellent collection of science ideal for all who interesting or studies in science recommend. this pack come on 4 disks
E080 KIDPRIX great children paint programme.
E081 ASTROMY PACK- This is a mazing collection of programe relate to astromy. can help to locate certain or star position ect. must for anyone who studies astromy or hobby. great (4DISK)
E073 PICTURE & LETTER learn to reads- first step
E074 AMIGA BEGINER GUIDE tutorial on Amigas
E085 NODDY PLAYTIME demo >Very good
E080 KID PIX more excellent paint programes
E081 D.T.P FOR KID easy to use, excellent
E092 SING A RYHMES sing a song
E094 HIGH WAY CODE TUTOR question on highway code E096 READ & LEARN (2D) THREE LITTLE PIGGY Story
E097 BACK TO SKOOL vol 1 collection of the best
E098 BACK TO SKOOL vol 2 in education programe
E099 BACK TO SKOOL vol 3 & games. RECOMMED
E100 LITTLE TRAVELER information on world wide
E101 WORLD GEOGRAPHY world with map & text.
E103 DISCOVERY OF THE ATOM. tutorial on the Atom
DESK TOP GUIDE TO MUSIC(3D) guide & tutorial
E107 TRUMPTY FIREWORK ALPHABET Very entertaining
teach your child the ALPHABET
E108 HOW TO DELOVOPE PHOTO 1 (2) Excellent
E109 MR MEN OLYMPIC (2D) many event to complete
E110 CULT TV DATABASE (2D) Info on early TV series
E112 HOW TO DELOVOPE PHOTO 2 (2) dolevope your
ELETRONIC WORLDS(3D) Complete KJames BIBLES
THE EARTH BEGAN-theory how the BIG BANG explode
all the star & galaxy
E118 WORKBENCH 2 tutorial on Work Bench 2
E119 DINO WAR Quiz on dinosaurs
E120 JUNIOR MATHS Great learning aid for teach kid on
subjects. RECOMMEND
E121 PICTURE PUZZLE brillant JIGSAW type games

KID DISKS 1,2,3,4

Excellent collection of education programs ideal for
kids various subjects while retaining the fun & game
ment. 5 disk only £4.99 or order separately
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E122 WORD FACTORY Brillant, teach kid words
E123 KID DISK 1- Brillant education pack E124 KID DISK
education programe
E129 KID DISK 3 (DTP) Drawing program for kid
E142 KID DISK 5 & 6 - 2 disk full of brillant games
E125 JURASSIC PARK lots of info on dinosaurs
E126 CHILDREN SONG 2 contain 5 excellent song
E127 MING SHU (A500 only)Bril Chinese Astrology.
E128 ASTRO 22 PRO.V3-The latest astrology program
calculate the position of the planet, eclipe, zodiac position
Recommend
E130 FRENCH VERD TESTER should help you with french
CULT TV DATA BASE II (2 DISK) info on early TV
E132 WORLD HISTORY BOOK
E133 LITTLE TRAVELLER II (2) Infomation on world wide
E134 X-FILES-Guide to the TV series very interesting
E148 CHESS & TUTOR - FULLteach you how to play chess
INTERNET-FULL guide to internet & superhighway
E161 CLI & SHELL TUTOR (help) Ideal for beginner
E162 DELUXE PAINT GRAPHIC TUTOR V 3 & 4 RECOM
E163 JAPANESE - teach you the japanese language
E164 PAINT IT (not A5001.3) latest COLOURING BOOK
E165 KEY BOARD TRAINER An excellent typing tutor.
E166 WORD POWER- spellcheck/crossword solver/teach
CROSSWORD CREATOR-design crossword
E169 CHESS II & TUTOR brillant Chess II games
E170 HISTORY OF AVIATION Vol 1 Excellent disk
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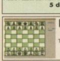

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DemoManiac

■ Price: £12.99 ■ Developer: Black Legend ■ Supplier: Black Legend ✆ 01438 840 003

Black Legend's swirly twirly demo maker finally gets a full release. Like, wow man!

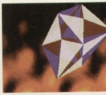
Do you ever get the urge to write your own demo, but don't have the programming knowledge to pull it off? *DemoManiac* aims to solve this problem by giving you a bunch of nifty graphics effects and a point-and-click interface to string them all together with your own soundtrack. Red Sector's Demo Maker and Peter van Campen's popular *VideoTracker* have already proven that demo construction kits like this can produce stunning results when a bit of style and originality is exercised. So, at just £12.99 *DemoManiac* looks like quite an attractive proposition.

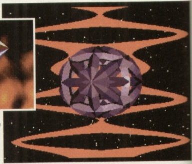
Stacked effects

Demos are created by selecting effects and wipes from a trio of menus. These can then have their parameters altered via slider bars, giving you plenty of options for customising the graphics. Some effects can only be used on their own, while others can be stacked up with more effects to display a maximum of six simultaneously. These can be combined with wipe effects, such as fades and bounces. There are also a few options for mouse-controlled interaction.

Next the effects need to be put together in a sequence or script. Various commands are available to control the script that allow the creation of loops and basic program structures. Apart from the basic animation playing and picture viewing routines, there are some very nice graphics effects, including fire, wobbly sine patterns and some picture distortion routines. However, there's not enough choice for you to be able to put together a really individual demo.

Soundtracks can be loaded and played with graphics. However, Despite claims that *DemoManiac* is compatible with music created in all major music packages, *OctaMED* is not catered for. There are 14 variants of the tracker format supported but before you can load a module you need to select the correct player from the list. If you get it wrong, at best the music will be play incorrectly, at worst the computer will crash. Oh dear.


▲ One of the best effects is called Flames, which generates a smooth plasma-style backdrop.


▲ Here there are three effects all up at once: a startfield, a plasmaground and a vector object.

When your demo is finished you can save it out as an executable file that can be run independently of the *DemoManiac* program. As you work you can also save your creations as *DemoManiac* files.

Call Rentokil

DemoManiac seems to be in an unfinished state, even though we first saw this program a year ago. The software refers to the program as *'Demo Mania'* while the packaging likes to call it *'DemoManiac'*. Curiously the contents page headline reads *'Demo Mania'* with a lonely letter 'C' sitting beneath the title on the next line down. It may seem that I'm being overly picky here, but this does seem to reflect the general state of the program.

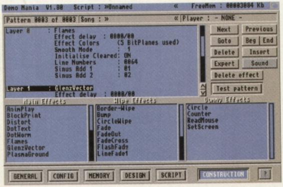
Bugs are evident. They're not all major, such as the one that writes text outside of the confines of its box and all over the slider bar and surrounding screen. You'll also have to be prepared for a number of crashes for no apparent reason. If anything is going to make your Amiga crash, it's routines like these that hit the hardware with a bang. If you have an accelerator in your Amiga then things seem even more likely to crash.

Conclusion

The editor has obviously had a fair bit of thought put into its design, but it's still not as intuitive and simple as it should be. There are too many stages in the construction of a demo, with data banks, effects lists and scripts combining to confuse things. All of this could be replaced by a single list of effects and a timeline to sync them up to the music. The inconsistencies in the user interface also complicates matters.

DemoManiac can be used on any Amiga if enough memory is available' and AGA graphics are supported. Considering the low price and the impressive (if small) selection of effects on offer, *DemoManiac* would be worth checking out if you want to try your hand at a bit of demo creation. However, be prepared, the price does reflect the program's various shortcomings. ■

Tony Horgan



```
Demo Mania  V1.00   Script : »Unnamed          «     FreeMem : 00003084 Kb
Pattern 0003 of 0003 Song : »               « Player : - NONE -
Layer 0       : Flames
                Effect delay  : 0000/00
                Effect Colors     (5 BitPlanes used)
                Smooth Mode       :  1
                Initialise Cleared: ON
                Line Numbers      : 0064
                Sinus Add 1       : 01
                Sinus Add 2       : 02

Layer 1       : GlenzVector
                Effect delay  : 0000/00
```

```
AnimPlay        Border-Wipe     Circle
BlockPrint      Bump            Counter
Distort         CircleWipe      ReadMouse
DotText         Fade            SetScreen
DotWorm         FadeOut
Flames          FadeCross
GlenzVector     FlashFade
PlasmaGround    LineFade1
```

▲ This is the main screen used in the construction of a demo. Effects are chosen from the list at the bottom left of the screen, and then embellished with extras from the other menus to the right.

DEMOMANIAC

A500
A500+
A600
A1200
A1500
A2000
A3000
A4000

system requirements:
Any Amiga

ease of use......................78%
Generally okay but the construction system is over complicated.

performance......................60%
Capable of a few nice effects but let down by bugs and crashes.

value for money..............76%
It's cheap but so it should be in this unfinished state.

OVERALL
Fun but rough around the edges.
68%

ZONE1

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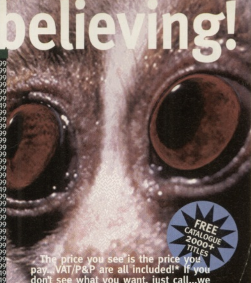

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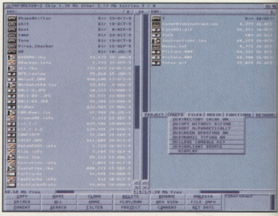
Info Nexus 2

■ Price: £29.95 ■ Developer/Supplier: Optonica ✆ 01455 668282

Info Nexus 2 steps forward as a contender to Directory Opus. CU Amiga Magazine wonders whether it might have been better where it was.



▲ **At first look, InfoNexus looks like any other file manager. However, it soon soon becomes apparent how different it is; The 'pop and roll' menu can be seen here and the lack of user defined drive buttons.**

A file manager can turn any computer into a more productive machine. Acting on your file base with a graphic user interface is much quicker than the equivalent operations performed in the Shell or via Workbench. This is a fact highlighted by the enormous success of CU Amiga Magazine's *Directory Opus 4* cover disk earlier this year.

It is against such stiff competition that *Info Nexus 2* comes to the fray. Whether it is a worthy contender is an issue for debate.

Pop and roll

Although based on the *DOpus 4* style fixed twin list display, its custom GUI interface is horrible. It only became readable after I got rid of the text shadowing and altered the colour scheme.

Like its predecessor, Info Nexus 2 uses a strange Magic Menu-like system. Pressing the right mouse button anywhere will cause the screen brightness to fade down and a menu bar to appear in that location. Fortunately there's an option to lose the silly screen dimming but even still this system, described as 'Pop and Roll', is fairly useless as the menus have limited selections anyway.

Info Nexus does not compare favourably to *DOpus 4*. There's a ridiculous lack of configuration options. The buttons are fixed and it's not even possible to create a drive button. Instead you have to click on a 'Drives' icon and then choose from a non resizable requester containing your entire selection of drives and assigns. Another another minus point is the fact that none of the file requesters are resizable – a nasty side effect of reinventing the GUI wheel.

▲ **Using the same bizarre GUI interface as InfoNexus, the bundled DataNexus could be useful.**

Limitations

File types are severely limited. The defaults are mostly based on matching post fixes of the filenames (.IFF, .TXT etc) rather than the binary data. There is, however, a couple of potentially innovative features, such as a preview thumbnail display of a directory full of images. This presents a screen full of boxes with tiny representations of all your pictures in it. Nice idea but it didn't work on anything but IFF files for me. When I tried it with JPEGs all I got was a load of garbage even with a working Datatype installed. Everything but IFF is handled by Datatypes which is a little pointless for a package professing to work under the Datatypeless OS 1.3. You'll only be able to view IFF pictures those machines.

There are a few positive points to *InfoNexus 2*. In 'Dynamic Typing' mode, small icons representing every defined file type are displayed to the left of the filenames. *InfoNexus* also has some neat functions for performing batch renames with specified pre/post-fixes. Most of the unique functions of *InfoNexus 2* could be replicated with *DOpus 4* and *ARexx*, but the inadequate *ARexx* port on *InfoNexus 2* means that you couldn't replicate all of the unique features of *DOpus 4*. Some example *ARexx* scripts would have helped but there are none.

Odd approach

Optonica's entire approach to implementing a file manager seems odd to me given a quote from their *InfoNexus 2* addendum to the previous manual; "What about multiple windows and multiple threads? Whilst other file manager producers may feel that allowing the user to do many things at once with files is a good thing, in reality this is a prime example of superfluous glitz winning over intuitive program design." Do Optonica really hope to convince us that we don't need multitasking? If this is intuitive program design, I'll have a double helping of superfluous glitz please.

Sweetner

As an extra, Optonica have included *DataNexus* with the package. This is a simple but functional 'flat file' database. If the bizarre GUI isn't too much of a problem then it could be useful. Its ability to handle images, sounds and even CDXL animation is a definite plus but again Optonica state, "... you will not find the usual superfluous bells and whistles ..." They seem to be under the impression that the numerous things they haven't implemented (that are commonplace in other packages) are simply not needed. I strongly disagree. Steer clear and buy some shareware instead. ■

Mat Bettinson

INFO NEXUS 2

A500
A500+
A600
A1200
A1500
A2000
A3000
A4000

system requirements:
1Mb, Memory, Workbench 1.3 or higher. OS 2.1 and hard drive recommended.

ease of use......................55%
Quite frankly a pain. I prefer the Shell to this.

performance......................52%
The lack of basics outweighs the couple of nice features.

value for money..............65%
The bundled DataNexus database slightly adds to the value.

OVERALL
Some PD file managers have more on offer.
57%

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Dice 3

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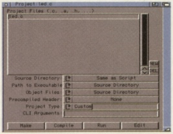
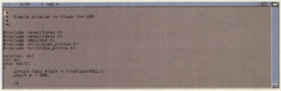


```
Project: led.c
Project Files (.c, .a, .h, ...)
led.c
        Source Directory:  Same as Script
      Path to Executable   Source Directory
            Object Files:  Source Directory
      Precompiled Header:  None
            Project Type:  Custom
           CLI Arguments:
```

▲ The Vmake graphical front end makes managing larger projects a lot more fun. Even small projects (like this) are quickly manipulated.

A shareware C compiler turns commercial. Is it setting a new standard for the Amiga or should Fourth Level throw again?



```
2/39      1 led.c
 *
 *  Simple program to flash the LED
 *
 */

#include <exec/types.h>
#include <exec/tasks.h>
#include <dos/dos.h>
#include <clib/exec_protos.h>
#include <clib/dos_protos.h>

main(ac, av)
int ac;
char *av[];
{
    struct Task *task = FindTask(NULL);
    short n = 500;

    /*
```

▲ With a choice of editor, from the simple DME shown here, to the MicroEmacs based AME, entering your source code is relatively straightforward. Other editors are supported by means of ARexx and function key macros.

It's always good to see a shareware program evolve into a commercial product. Although on one hand it can hurt the pocket, it does mean that there is usually plenty of user support and printed manuals. It also means that there has been a long period of real-world testing. Couple these points with the fact that *SAS/Lattice C* compiler is no longer being developed and *DICE* looks set to become the new Amiga standard.

As with any *C* compiler, you can't expect to take it out of the box and start writing astounding programs, straight away. If you have never used *C* before you will need to read the manual from cover to cover before you start. The *DICE* manual won't teach *C* from beginner to advanced level, but it will help you a great deal by explaining the basics and recommending further reading. There is no doubt that you will need a good reference book and you will also need to obtain the official Amiga documentation (the 'RKMs').

However the effort is well worth it as *C* is an amazing language. It manages to provide near Assembler-level control over hardware, whilst at the same time providing a modular approach which can be used for anything from arcade games to professional databases. If you want to learn how to really program then *C* is the way to go.

Roll the DICE

From the outset *DICE* looks promising. The manual is thick, all the files you need to start up are included on the five floppy disks provided and it claims to work on an A500 with two floppy drives right up to an A4000 with hard disks. Sadly this turns out to be false, as the floppy only installation routine is broken in this release, so you will need a hard drive to use DICE.

Rather than containing only a compiler, *DICE* is a complete suite of programs. As your programming projects grow it becomes harder and harder to keep track of your code, and that's where the Vmake utility and Resource Control System (RCS) come in. Vmake provides a graphical 'front end' for the compiler: it's possible to compile and run without having to visit the Shell CLI at all, which is good news for those who are allergic to remembering long strings of options.

The RSC system keeps track of all the different files which make up your program and ensures that different versions don't get mixed up or lost. When you consider that a large program can have twenty or thirty associated source code files, you can see why it is such a good idea.

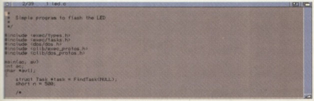
As well as the requisite Linker and Assembler which all compilers need, other utilities are provided for searching through files, removing comments, updating time stamps and handling other mundane tasks. You even get a choice of editors: the simple DME or the MEmacs derivative AME.

ARexx friendly

ARexx is fully supported by Vmake, which means you can customise your programming environment for any particularly tricky jobs you have. In fact, as the source code is provided for many of the utilities, you can actually re-write the entire system if you need to.

The manual gives some very useful example code for integrating an *ARexx* port into your own programs. In fact this is made a lot easier because one of the Amiga-specific features built into DICE is automatic *ARexx* support: a startlingly good idea.

Unfortunately all is not double sixes with *DICE*. I must have been spoilt by using *SAS/C* for so long, but *DICE* has a less than professional feel about it. There are little irritations (the documentation for some features, such as the Debugger, is on disk rather than printed in the manual) and there are larger ones (the code profiler doesn't seem to work, the automatic installation didn't work, the promised integration of *DICE* with existing text editors such as *Cygnus Ed* is ropey).



```
2/39      1 led.c
 *
 *  Simple program to flash the LED
 *
 */

#include <exec/types.h>
#include <exec/tasks.h>
#include <dos/dos.h>
#include <clib/exec_protos.h>
#include <clib/dos_protos.h>

main(ac, av)
int ac;
char *av[];
{
    struct Task *task = FindTask(NULL);
    short n = 500;

    /*
```

▲ Whoops: and for once it isn't my program that is at fault, the DICE debugger bites the dust.

From a beginner's point of view the compiler spits back particularly unfriendly errors, even if you do something simple like leave '.c' off the source code file (*SAS/C* automatically knows what you meant). Problems like these should definitely have been ironed out well before version three: and a total lack of response from the supplied UK E-Mail support address doesn't help either.

Overall I was impressed by the Amiga specific features, but feel that more work has to be done before *DICE* reaches its true potential. You can work around the short-comings if you have too, there is nothing truly major at fault, but you can't help feel that adequate time in the testing department is not in evidence. ■

John Kennedy

DICE 3

A500
A500+
A600
A1200
A1500
A2000
A3000
A4000

system requirements:
Any Amiga with 1Mb and hard drive

ease of use......................75%
GUI front end helps a lot, but the day a C compiler is easy to use is the day I buy a PlayStation.

performance....................75%
Needs some polishing, but still a very useable and powerful system.

value for money.............80%
If upgrades appear, the DICE suite represents good value for money.

OVERALL
Lacking in some areas but available and supported.
78%

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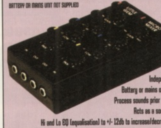

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Amiga Technologies M1438S monitor

■ Price: £299 ■ Developer: Microvitec ■ Supplier: Amiga Technologies © 01628 770034

At last the Amiga has an official multisync monitor. So just how good is it with productivity modes?

Amiga Technologies make no secret of the fact that their 1438S monitor is essentially the Microvitec 1438. This monitor that has already proved itself a popular and cost-effective monitor for the Amiga market and has been on sale through outlets such as Silica for some time now.

The M1438S is a multisync, so it can synchronise itself to display a variety of screen modes that use different scan rates. This means it can display PAL (15KHz) screen modes as well as Double PAL/Productivity (31KHz) screen modes. Hence this one monitor is theoretically suitable for games and serious applications alike.

Normal PAL modes, which are used with the majority of games, can be used for serious applications but DBLPal/Productivity is required for a high resolution picture if you want to avoid those dreaded flickery Interlace modes. In fact HiRES productivity modes in the 31KHz band can be used with the original Microvitec 1438 or many other VGA monitors too, using an Amiga 23 pin to PC 15 pin adapter.

Dual-purpose

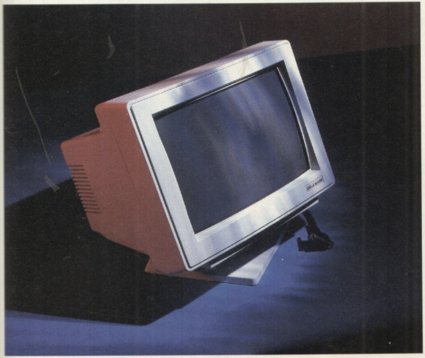
Since the M1438S displays both modes for only 50% more than the cost of a PAL only monitor (such as the Commodore 1084), it seems to represent good value for money. The only really new feature in the Amiga Technologies version, apart from a proper 23 pin RGB input, is the addition of stereo speakers. Unfortunately, the sound quality from these speakers left a lot to be desired, especially where bass response is concerned. They were fine for some games and for the occasional warning beep but pretty useless for serious audio applications.

PC modes?

The other area where the M1438S falls down is in the picture displayed in the 31KHz modes. Large borders are present on either side of the active screen and with the omission of a horizontal size control, it's not possible to reduce them. The brightness and contrast is also too low for a good quality picture.

On the other hand the M1438S displays VGA modes perfectly well from add-on graphics boards like my GVP Spectrum.This would seem to indicate that the monitor was designed for screen modes coming from a PC rather than an Amiga. If this weakness and the sound quality were addressed then the M1438S would be absolutely perfect. As it is, it's still good value, but if multiscan modes and sound quality are a priority, you should look elsewhere. ■

Mat Bettinson



M1438S MONITOR

A500
A500+
A600
A1200
A1500
A2000
A3000
A4000

system requirements:
4Mb, Workbench 2 or higher, HD installable (5Mb).

ease of use..........85%
Automatically switches between PAL and Productivity modes.

performance..........70%
A Multisync monitor but one that lacks screen size in high res modes.

value for money..........85%
Good for only 50% more than the cost of a PAL only monitor.

OVERALL
Good value but sound and hi-res screen modes could be better.

80%

EPIC MARKETING
CD ROM SOFTWARE

Emulators Unlimited contains Software emulation tools for the Amiga & PC. Spread over the two platforms are emulators for: Apple, BBC, Commodore 64, Commodore VIC20, Amstrad CPC, Apple Mac, Gameboy, Atari ST, MSX, Apple200, Atari 800, Atari1040ste, Sinclair QL, Unix and more. Also features hundreds of games,tools etc for most of the emulators.

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THE EPIC COLLECTIO

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Rated: *AF GOLD 95% - CUAMIGA 91% - AUI Over 90% - AC over 90*

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Features hundreds of all-time classic C64 programs, Over 10,000 commodore 64 Megademos over 30mb of classic C64 game tunes and more

NEW!!!

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Rated 97% AC - 94% AF

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(CD152) £9.9

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Lottery Sensation is a compilation of basically every Amiga Lottery predictor freely available, and dozens of documents with previous draws, statistics etc, etc. Increase your chance of winning Millions!!!!.

LOTTERY SENSATION (CD147) £9.99

Lucky Dip volume 2 contains stacks of games, demos, clipart, fonts, music, tools, graphics utilities, Animations, Sound FX, Samples, and loads more. (now with Amiga front end) *A bargain!*

LUCKY DIP Volume 2 (CD163) £5.99

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Rated 85% CU

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CD-ROM Round up

Check out the latest Amiga CD-ROMs in our new expanded reviews section. Tony Horgan spins the discs.

The Colour Library Vol 1

If your appetite for all things pictorial is still unsatisfied, maybe The Colour Library is the disc for you. A rather nice picture viewer is included on the CD which lets you view all of the images without having to use something like *ViewTek*, which could have you sitting around waiting for directory lists on slower Amigas. This way there's no waiting – just click on the picture and up it comes. *Image Desk, Image Studio* and *Fast View* are also included.

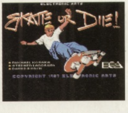
The images themselves vary greatly in terms of content and quality. It seems that a simple trawling technique was used to round up as many pictures as possible from the public domain. Quality control was apparently not a high priority. That's not to say that all of the images are ropey. There are lots of good images here but there's also a large contingent of fuzzy low resolution digitised stills. If you require a wide variety of illustrations for use in DTP applications then The Colour Library should serve you well, so long as you don't expect stacks of high quality high resolution scans.

Available from: PD Soft, 1 Bryant Avenue, Southend-on-Sea, Essex SS1 2YD. Tel: 01702 466933. Price: £9.99 plus 75p P+P.

The
Colour
Libr

70 %

C64 Sensations



Unlike the highly popular Speccy Sensations CDs, C64 Sensations is not a collection of old C64 games. I was so looking forward to playing some of those old classics: *Summer Games 2, Racing Destruction Set, International Soccer* and hundreds of others, but I should have read the back of the CD first.

What we have is a compilation of music, demos and pictures from the C64. Some of the music is stored as SID files, and comes with the SIDPlayer utility to play them back on your Amiga. Due to an all too familiar mix-up, the installer is directed to non-existent directories, and so it doesn't work. However, much hunting around will reveal the required library sitting in a deep-rooted directory somewhere on the CD. Copying this to the Libs partition on your hard drive gets it all up and running. Another selection of tunes are stored ready to play from the CD.

Depending on your outlook, C64 music is either a: classic, b: an acquired taste or c: rubbish. If you're not sure what to expect, imagine the sound of a bee trapped inside a Bontempi organ.

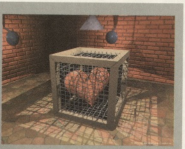
Then there are the pictures. These are generally chunky loading screens taken from C64 games and do a good job of reminding us how nice high resolution Amiga graphics look. I'm not quite sure what the attraction is here because let's face it, they are stunningly unimpressive by today's standards.

Finally there are demos. These are included as a rather unfriendly batch of LHA archives. These need to be extracted and then loaded into the C64 emulator Frodo. Anyone expecting a C64 equivalent of the Speccy Sensations disc will be very disappointed.

Available from: Epic Marketing, Victoria Centre, 138 Victoria Road, Swindon, Wilts SN1 3BU. Price: £19.99 plus £1 P+P.

40 %

Aminet 8



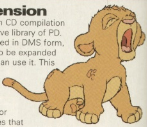
If by any travesty of justice you missed out on our CD issue last month, you will also have missed our free cover mounted version of an Aminet 7 CD. Those who didn't miss out will now be familiar with what has become the world's most comprehensive collection of Amiga PD and shareware. Most of the data is archived, generally with LHA but occasionally with DMS where appropriate. With virtually nothing immediately accessible from the CD this can be a little tiresome, but it does mean you get over a gigabyte of data in total. The AmigaGuide indexes all have automated unarchiving, so that's no problem.

As well as the usual categories of business, development, games, music, comms, utilities, disk tools, graphics, pictures, music, demos, text and hardware projects, Aminet 8 focuses on music modules with a massive 2,000 of them included. Aminet 8 contains over 600Mb of new software along with the best and most useful stuff from previous releases. This cannot be beaten. Definitely an essential purchase.

Available from: PD Soft, 1 Bryant Avenue, Southend-on-Sea, Essex SS1 2YD. Tel: 01702 466933. Price: £12.99 plus 75p P+P.

92 %

The Fifth Dimension



The Fifth Dimension is the fifth CD compilation from 17 Bit Software's extensive library of PD.

All of the software is archived in DMS form, which means everything has to be expanded onto floppy disks before you can use it. This is the easiest way to transfer a disk-based library to CD and is fine for demos that are designed to run straight from floppy, however it's not ideal for serious applications and utilities that would be better unpacked straight to a hard drive.

The selection of software on this disc is excellent, taking in the full range of Amiga PD, from games and demos to utilities and applications, along with all the other oddities that find their way into the public domain. Every disk is included from number 3352 (which just happens to be my own Some Justice 94 demo) to 3870. Most of this is top grade stuff. Highly recommended.

17 BIT SOFTWARE LIBRARY ARCHIVE VOLUME 5
17 Bit
The Fifth Dimension
Contains Hundreds Of Demos, Utilities, Games, Educational Programs, Music, Graphics And Much, Much More!
AMIGA CD ROM

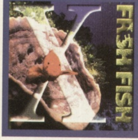
Available from:
17 Bit Software,
1st Floor Offices,
2/8 Market Street, Wakefield,
West Yorks. Tel:01924 366 982.
Price: £19.99 plus 75p P+P.

88 %

Fresh Fish X

Fred Fish (real name) is the original Amiga PD compiler. He released his first 'Fish Disk' in 1985 and was one of the catalysts in the growth of the Amiga PD scene. Fresh Fish X is the tenth edition of the CD series, and contains disk numbers 1000 to 1100 in LHA archive form. All new additions to the Fish library since volume 9 are also included ready to run from the CD, plus a selection of other ready to run software filed in a drawer called 'useful'.

You won't find any Euro demos here – the emphasis is on the more serious side of things, although there are a few games. Like the Aminet CDs, most of the new files are split into categories such as business, comms, music, pictures, graphics, utilities and so on. While it doesn't seem to be quite as comprehensive a collection as the Aminet discs, it's still packed with lots of useful tools and data.



Available from: PD Soft, 1 Bryant Avenue, Southend-on-Sea, Essex SS1 2YD. Tel: 01702 466933. Price: £9.99 plus 75p P+P.

80 %

The Global Amiga Experience

Featuring full versions of *Image 2.0, Scala 1.13, Vista Pro 1.0, Distant Suns 4.0, X-Copy* and *Clarissa 1.1*,The Global Amiga Experience offers pretty good value for money.

The main aim of the disc is to give you the chance to try out commercial applications in PD demo form, so even if none of the above programs tickle your fancy there are stacks of demos of others to mess around with. The categories include business software, comms, graphics, music, development, learning science, text/DTP, utilities, tools, games and miscellaneous. Although you'll encounter quite a bit of German in some of the programs, most of them are in English. Well worth having.

Available from: PD Soft, 1 Bryant Avenue, Southend-on-Sea, Essex SS1 2YD. Tel: 01702 466933. Price: £24.99 plus 75p P+P.

89 %

Super Autos 94/95

Super Autos 94/95 contains 112 images, all of which are digitised photos taken from a car show. Each image is supplied as a GIF, HAM8 IFF, PICT and TIFF file. There's also a directory that contains files purporting to be IFFs but refused to load on any of our graphics software or viewer utilities. The pictures have been digitised at high res interlaced resolution and are very clean. If your 'PicturesOfCars' directory on your hard drive needs topping up, here's the solution.

SUPERAUTOS 94/95
UND STUDIEN ALS PICT, TIFF, IFF & GIF

Available from: PD Soft, 1 Bryant Avenue, Southend-on-Sea, Essex, SS1 2YD. Tel: 01702 466933. Price: £4.99 plus 75p P+P.

70 %

AGA Experience

With AGA Experience, SadENESS PD have put together a very accessible compilation of fun PD. Although there are some utilities and tools, the emphasis is on demos, slideshows and games. Quite a few of the items can be run straight from the CD, although as is usually the case, this does cause occasional crashes when assigns haven't been set properly and so on. It's geared towards AGA Amigas and although you can access the files from any CD-equipped Amiga, most of the data is AGA-only.

The most impressive element of the disc is the vast number of top new demos, many of which can be run from the CD, although unfortunately they won't all quit back to your Workbench when they've finished. Games are also here in abundance and there's a selection of very high quality digitised images.

Far from a cheap shovelware compilation, The AGA Experience is one of the best ways of catching up on all the latest not so serious Amiga PD. This is well worth taking a look at if you want a good cross section of PD.

Available from: SadENESS,
13 Russel Terrace, Mundesley,
Norfolk NR11 8LJ. Tel: 01263 722169.
Price: £17.99 incl P+P.

90 %

Phase 1

E.M. COMPUTERGRAPHIC
PHASE 1
fonts, clipart and images

Nothing to do with the 17 Bit Phase X series of CD-ROMs, this Phase 1 is filled mainly with clip art, image and font files for use in DTP, graphics and video work. The graphics are split into descriptive directories (cars, animals, fantasy etc.). Each category has its pictures compressed onto one or two screens of thumbnail previews, together with filenames for all the images, so locating the right picture is no trouble.

While some of the colour clip art is very familiar and has previously appeared on similar CDs, the general standard is very high. The clip art is divided into colour, mono and EPS formats, while the images are all present in 16, 256 and 4096 HAM colours. DTP artists will enjoy the large number of fonts available in *Compugraphic, ProDraw,* Type 1 and IFF formats.

A lucky bag of utilities are on hand to help you out of miscellaneous tight spots. Demo versions of *Typesmith 2.5* and *PageStream 2* are in attendance, along with update patches for *PageStream 2 & 3, OpalVision* and *Typesmith 2.5a*. In all, a very competent clip art and font collection.

Available from: EM Computergraphic,
8 Edith Road, Clacton, Essex CO15
1JU. Tel: 01255 431 389 Price: £24.99
plus £1 P+P.

86 %

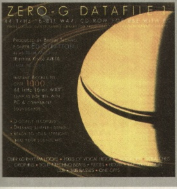
Zero G Datafile 1

Zero G Datafile 1 is the CD-ROM version of the audio sample CD of the same name. You may remember it was this CD that had a big hand in starting the whole dance sample CD market a few years ago. We reviewed the original audio disc and rated it highly. This has all the samples from that disc in 16 bit WAV format, sampled at 44.1kHz.

Strictly speaking this isn't an Amiga CD-ROM, but it can be used easily enough directly with *OctaMED 6*, or if you use another sequencer, the samples can be converted using one of a number of PD utilities.

While the audio sample CD market has exploded, slow progress is being made when it comes to CD-ROM equivalents which is surprising, considering the advances in desktop music in recent years. So rather than getting the latest releases on CD-ROM, we have Datafile 1. While this was a great CD when it was released, it has since been sampled to death, and what were once fresh sounds are now old hat (a testament to its success at least!).

If you are converting these samples to 8 bit IFFs, it's worth boosting the volume 50% or so before downgrading, as many of them are fairly quiet (which partly defeats the advantage of taking the samples from 16 bit originals). Even so, it still beats most other music CD-ROMs by a mile.

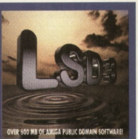


While this disc isn't such an attractive proposition, it's worth looking out for other CD-ROM (and audio) releases from Time and Space. Give them a call and they'll send you a free catalogue.

Available from:
Time and Space,
PO Box 306, Berkhamsted,
Herts HP4 3EP.
Tel: 01442
870681.
Price:
£19.95
plus 75p
P+P.

79 %

LSD 3



While some CDs are full of shaky files with bugged or non-existent installer utilities, LSD 3 is simultaneously one of the most useful and user-friendly discs around. It's been put together by the Amiga group LSD, the product of much data swopping and net surfing. The emphasis is on the demo scene, although there are also a few utilities, clip art files and sound samples.

LSD have taken the trouble to make as many of the demos run straight from the CD wherever possible (rather than storing everything as an LHA archive which needs to be unpacked and then run). Considering the 650Mb capacity of CD-ROM, this is something I'd like to see more of. There's also a good selection of animations and pictures which can be viewed straight from the AmigaGuide index. Music fans are well catered for too, with lots of *Protracker* and *Screamtracker* modules.

Not everything can be run straight from the CD, so in the Archived Files section you'll find another load of demos, animations, pictures, animations and samples. Games get a look in too with Assassins disks 211 to 250 along with a few others for good measure. If you like the fun side of Amiga PD, LSD 3 is definitely the one for you.

Available from: 17 Bit
Software, 1st Floor Offices,
2/8 Market Street, Wakefield.
Tel: 01924 366982. Price:
£19.99 plus 75p P+P.

90 %

NEW TITLES

GAMES

G670 **AMAZON CARDS** Body buidling babes. For K.Deluxe III.
G671-673 (3 disks) **HELSINKI FORCE 1** 2 Player beat-em-up. AGA.
G674 **STRIKE COMMANDER** Jet figher dog fighting game.
G675 **TRAIN DRIVER v1.3** 3D train driving game. More interesting than the name suggests. Not WB 1.3.
G676 **DELUXE GALAGA v2.6c** New version of the most fantastic shareware shoot-em-up on the Amiga. AGA only.
G677-678 (2 disks) **MOVIE MAKER 2** Amiga Format AMOS game compo runner up. You are the head honcho of a film company. Lights, Cameras and action. For broad minded players only. Not WB 1.3.
G679 **WHEEL OF FORTUNE v2** Shareware version of the TV show.
G680 **ELDRITCH** Dungeon action role playing game. AGA only.
G681 **GREYHAWK CARDS** Fantasy Klondike Deluxe card set.
G682 **BATMAN 3 CARDS** Klondike Deluxe III card set.
G683 **SORAYAMA HAJIME CARDS** Fantasy nude K.Deluxe III cards.
G684 **REBELLION** Multi-directional space shoot em-up.
G685 **MACHO KILLERS** First person perspective machine gun blasting spree.
G686 **MOTOR DUEL** Fast paced 3D filled vector based car killing game. 2 Player computer-computer link up too. Formerly Licenseware.
G687 **PAMELA ANDERSON CARDS** Cardset for Klondike Deluxe III.
G688 **REN & STIMPI CARDS** Cardset for Klondike Deluxe.
G689 **STREET FIGHTER II ARCADE CARDS** Cardset for K.Deluxe.
G690 **STAR GATE CARDS** The film. Cardset for Klondike Deluxe III.
G691 **SUPER SKIDDY THINGS 3** Fantastic ice skatimg racing game for 2 players. Very original and playable.
G692 **TRAP `EM** Shareware demo version of a very entertaining platform game. Well worth getting hold of. AGA only.
G693 **CHECKERS CONQUEST 2** Very challenging 1 or 2 player Draughts game. Looks cool too. Not WB 1.3.
G694 **MANGLED FENDERS - COMBAT EDITION** Brilliant 6 tank blast and smash em up event. Not WB 1.3.

UTILTIES

U784 **ZXAM SPECTRUM EMULATOR 2.0b** AGA only.
U787 **STAR WARS & STAR TREK REAL 3D OJBECTS** Some objects to get your started.
U788 **HOUSE HOLD REAL 3D OBJECTS** Furniture and other bits and pieces found around the homestead.
U789 **ULTRA ACCOUNTS 2.0** Excellent accounts package for your domestic home accounts. Shareware.
U790 **MEGA CHOICE 1** Useful utility compilation.
U791 **MEGA CHOICE 4** More utils compiled by Team 19.
U792 **COP THE LOT PRO** Very well programmed lottery software.
U793 **LOTTERY PRO** Yep, another one of you know what. Good.
U794 **FUBAR UTILITY DISK 1** Utilities plus Batman clipart and Magic Workbench icons.
U795 **SPLATTER PAINT** Interesting paint programme, ideal for abstract artists. Not WB 1.3.
U787 **FINANCIAL ACCOUNTS v1.2** Shareware small business and personal accounts package.

DEMOS

D291-292 (2 disks) **CONTROL** Superb demo showing the graphics ability of the AGA machine. Textured map heaven. AGA only.
D293-294 (2 disks) **ABSTRACT** heavy duty demo. 6 Meg required. Hard drive required. AGA only.
D295 **JULIET AND CASE** This is one amazing piece of work. Don't miss it. AGA only.
D296 **BAYGON** By Melon Dezign. Weird and wonderful. AGA only.
D297 **PLANET M** Imaginative Melon Dezign mish mash. AGA only.
D298 **ALIEN - SCOOPEX** Plenty of different routines. AGA only.

MISCELLANEOUS

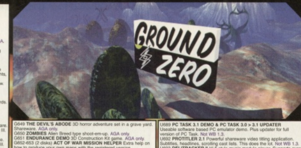
E112 **GREAT BRITAIN ALMANAC** An interesting rough guide to all the counties and regions in England, Wales and Scotland. Not WB1.3.
E113 **WORLD ALMANAC** A to Z of countries of the World. Not WB1.3.
E114 **FRENCH TUTOR** Multimedia based tutor created in HyerBook.
E115 **BASIC ELECTRONICS v1.1** A beginers guide.
E116-117 (2 disks) **BASIC ELECTRONICS v1.5** A beginners guide.
T97 **ZX FILES ISSUE** Disk mag for Speccy emulator and Spectrum computer enthusiasts. Not WB 1.3.
T98 **WHITBY AMOS CLUB DISK MAGAZINE** Special edition of this fine AMOS coded disk magazine for Amos programmers. AGA only.
T99-100 (2 disks) **CHEAT - CHECKER** Huge database of game cheats and hints. Hard drive required. Not WB 1.3.
T101 **SIMPSONS GUIDE A** comprehensive insight into the Simpson murder trial. Pictures and text.
T102-103 (2 disks) **WORD 7** Latest issue of NFA's popular disk mag.
T104-T105 (2 disks) **OJ STUFF** More OJ Simpson trial text and pictures than you can shake a blood soaked glove at.
A186 **DOOM MORF** Characters from the game morph from one to another. AGA only.

SLIDESHOWS

S270-272 (3 disks) **MADONNA SEX** The pictures from her metal encased book.
S273 **ART OF ILLUSION** Collection of clever opticial illusions.

GAMES

G630 **CODE NAME NANO DEMO** Thrust sytle arcade puzzle game. AGA only
G631 **NIMBLE** Original shareware puzzle game.
G632 **SUPER DRIVE** Overhead racing game. Plus other games.
G633-634 (2 disks) **BLACK DAWN 5 - A NEW BEGINNING** Next in the series of Dungeon Master style adventure games. Shareware.
G635 **EXCELLENT CARD GAMES III** Compilation of five shareware card games. AGA only.
G636 **GRIBBLE** Not exactly a game but a stress relief programme allowing you to eliminate a cartoon version of someone you hate.
G637 **APATHY v1.9** Executive toy programe with over 50 functions.
G638 **BATTLE WORM v0.8** Light cycles style game.
G639-640 (2 disks) **DNX** The race for evolution. Playable demo of an amazing 3D shoot-up-up. AGA only.
G641 **DARK ANGEL** Futuristic shoot-em-up that looks and plays something like flashback, WOW! Playable demo version.
G642 **SOLVASQUARE** Sliding puzzle HAM picture game.
G643 **GALLEONS** From the author of the superb Last Lap. 2 player marine warfare.
G644 **SKID RACER** Smooth scrolling overhead micro machines style racing game.
G645-646 (2 disks) **DATA STORM** Well throughtout and produced sci-fi dungeon master style game. Shareware.
G647-648 (2 disks) **COURSE ANGLER** Shareware game for fishing fanatics. All the fun of the sport without the hassles.



G649 **THE DEVIL'S ABODE** 3D horror adventure set in a grave yard. Shareware. AGA only.
G650 **ZOMBIES** Alien Breed type shoot-em-up. AGA only.
G651 **ENDURANCE DEMO** 3D Construction Kit game. AGA only.
G652-653 (2 disks) **ACT OF WAR MISSION HELPER** Extra help on how to produce your own maps with the registered version.
G654 **WIRED CHAOS v1.45** Light cycles game for 1 to 4 players.
G655 **FEARS JUNE PREVIEW** Another playable demo of this doom clone, more weapons and more fun. AGA only.
G656-657 (2 disks) **SEVERED HEADS** Text graphics adventure game with a horror theme. Very good.
G658 **WARGAME PROCESSOR** At last a full featured wargame in the public domain. Includes mission editor. Hard drive required.
G659 **PANIC SOCIETY** Humourous point and click graphic adventure set in a Big Brother future led by Hilary Clinton. Hard Drive needed.
G660 **BLACK KNIGHT** Fruit machine game. Shareware.
G661-664 (4 disks) **INNER DEMONS** Spooky horror adventure game. From the the author Child Murderer.
G665 **KYLIE MINOGUE CARDS** Cardset for Klondike Deluxe III.
G666 **KATHY IRELAND CARDS** Cardset for Klondike Deluxe III.
G667 **VT CHICKS CARDS** Cardset for Klondike Deluxe III. Over 18's.
G668 **DREAM CARDS** Cardset for Klondike Deluxe III. Over 18's.
G669 **DREAM 2 CARDS** Cardset for Klondike Deluxe III. Over 18's.
G443-G444 (2 DISKS) **CHANEQUE** Brilliant Lemmings style platform puzzle game reviewed last month.Very addictive.
G511-G513 (3 DISKS) **CARD GAMES DELUXE** Uses the Klondike card sets. Video Poker and Black Jack. 3 Meg required.AGA only.
G518 **CARNAGE** Superb 2 player blaster. Play split screen, null modem link between two computers or via modem. Not WB 1.3.
G514 **VENUS CARDS** Glamour cards for Klondike Deluxe 2 or better.
G516 **MARILYN 2 CARDS** For Klondike Deluxe 2 or better.
G519-G522 (4 DISKS) **CHILD MURDERER AGA** Sinister horror text/graphic adventure set in victorian times. AGA only.
G523-G525 (3 DISKS) **CHILD MURDERER ECS** The above adventure game for non-AGA Amiga's. Avoid is easily scared. Not WB 1.3.
G556 **WHEEL CHAIR GLADIATORS** Up to 4 player beat-em-up with plenty of weapons. Not WB 1.3.
G557 **INDYCAR CHALENGE** Racing team management game.
G564-G573 (10 DISKS) **CLASSIC C64 GAMES** Full to the brim with famous Commdore 64 games of yestayear. Requires C64 Emulator.
G575 **SPRING TIME** Ingenious 3D arcade puzzle game.
G576 **DIAMOND CAVES 10** Neat Boulder Dash game. AGA only.
G577 **MASTER BLASTER 101** 2 Player Dynblaster clone.
G579 **PLAYBOY CARDS** For Klondike Deluxe.
G580 **TANKS** 3D vector graphics 2 player shoot-em-up.
G615-G616 **SUPER COMBAT 3** 2 player split screen combat game. Mission objectives for each level and loads of weapons. AGA only.
G620-G625 (6 DISKS) **KLONDIKE DELUXE 3 DISK VERSION** This version no longer requires a hard drive, but does need 4 meg of memory. AGA only.
G628-G629 (2 DISKS) **SKIDMARKS 2 CARS** new cars for Super Skidmarks. Toyota Supra, Land Rover, Truck, Wheel Chair. AGA only.
G606 **GLOOM DEMO** Playable Doom clone game. AGA only.

UTILITIES

U753 **BOOKIE BEATER** Betting tool to help maximise your winnings. Can be used with just about every betting sport.
U754 **AUTO STEREOGRAM v4b** The best version around? Demo.
U755 **WORKBENCH 2 HD INSTALLER** The easy way to install Workbench on your hard drive. Kickstart 2 only.
U756 **WORKBENCH 3 HD INSTALLER** Kickstart 3 only.
U757 **TOOLS DAEMON v2.1** Add your own pull down menus to Workbench. Eg. an easy way to access programmes. Not WB 1.3.
U758 **MAGIC WORKBENCH V1.2P** Updated version of the original Magic Workbench. Not WB 1.3.
U759 **POWER CACHE v37.115** Increase hard drive read and write performance. Shareware. Not WB 1.3.
U760 **DESKTOP MAGIC** Modular screen blanker with sound sampes.
U761 **SNOOPDOS v3** Monitors all the Amiga's operations to give an insight into problems with loading software etc. Not WB 1.3.
U762 **AIBB v6.1** The ultimate Amiga performance tester.
U763 **CHECK IT OUT v1.02** Personal accounts manger. Shareware.
U764 **DISK MON TOOLS** Tools to repair, optimise HD's. Not WB 1.3.
U765-766 (2 disks) **TOOLS MANAGER v2.1** Customise your Workbench with desktop menu strips. Hard drive needed. Not WB 1.3.
U767 **SPONDULIX v5** Shareware personal accounts programme.
U768 **MAP DESIGNER v2A** Shareware.
U769 **EDWORD PRO 5** Powerful shareware text editor. Not WB 1.3.
U770 **WORD 2.3** Spell checker add-on for GOLD ED. HD required.
U771 **VMM & VMEM** Virtual memory software for Amiga's with and without MMU's. 68020 or 68030 processor or better required.
U772 **SUPER DARK v2.1A** Modular screen blanker. Not WB 1.3.
U773-774 (2 disks) **THE COMPLETE VIDEO TEST SYSTEM** 20 test patterens to evaluate, troubleshoot or compare video equipment.
U775 **LOTTERY NUMBERS v1.1** Another one of those predictors.
U776 **FORMULA ONE INFORMATION SERVICE v2.2** Shareware database for storing the F1 season results.
U777 **VARK'S CLI UTILITIES no.8** The latest mass collection of utils.
U778 **ORGINISER BIT'S** Extra supplements for Digita Organiser.
U779 **MOSAIC v1.2** World Wide Web client. MUI required.
U780 **GRAPEVINE** Internet Relay Chat client.
U781 **SUPER DMS v2** Interface for DMS. DMS included. Not WB 1.3.
U782 **LOTTO LUNACY v5.1** The best freeware Lottery programme.
U783 **DISK CATALOGUER** Scans your DOS disks and keeps the information in a database. Shareware.
U784 **ZXAM 2.0b** New version of the Spectrum emulator. AGA only.
U785 **DIRECTORY OPUS 5.0, 5.01 > 5.11 UPDATER** Updater disk.
U786 **SHAPE SHIFTER** The software Macintosh Emulator. Mac ROMS and OS required. Not WB 1.3.

U689 **PC TASK 3.1 DEMO & PC TASK 3.0 > 3.1 UPDATER** Useable software based PC emulator demo. Plus updater for full version of PC Task. Not WB 1.3.
U692 **PROTITLER 2.1** Powerful shareware video titling application. Subtitles, headlines, scrolling cast lists. This does the lot. Not WB 1.3.
U693 **DELITRACKER II** Hi fi style music module player. Supports over 100 different formats. Not WB 1.3.
U694 **PARNET HARD DRIVE 1.4** Amiga to Amiga/Amiga to CDTV/ Amiga to CD32 (SX1) parnet software. Easy to use. Not WB 1.3.
U695-U697 (3 DISKS) **ARCHIVING KIT** Lha, Lzx, Tar, Zip, Zoo, Dms, Arj, UUencode.
U698 **MAGIC DIRECTORY OPUS COMPANION** Adds extra features.
U699 **METEAFORM TUTORIAL** For Lightwave.
U700 **MAIN ACTOR v1.55** Module animation system. Need Hard Drive. Not WB 1.3.
U701 **VIC 20 EMULATOR** Plus 20 games to try out.
U702-U703 (2 DISKS) **D PAINT 4.1 BUDDY SYSTEM** On line tutorial / reference manual for this art package.AGA only.
U748 **LIBRARYS AND DATATYPES** 47 of them. AGA only.
U704 **AMIGA TO PSION** Connect your Amiga to Your Psion Palmtop.
U705 **NATIONAL LOTTERY WINNER 2.0** Not WB 1.3.
U709 **MORE HARD DRIVE GAME INSTALLERS** Alien Breed II ECS, Apache, Apocalyse, Arcade Pool, Assasin, Bill's Tomato game, Body Blows 2 AGA, Crash Test Dummies, Cyberpunks, Elfmania, Fantastic Dizzy, Kick Off 2 AGA, Lotus 3, Man United Premiere League Champions, Muzzy, Naughty Ones AGA, Pierre Le Chef, Trolls AGA, Ultimate Pinball, Zool AGA.
U710 **DISK STIK V1.1** Handy program for printing 3.5" disk labels.
U711 **PRO PAGE V2.1 HELP DISK** Tuition.
U712 **PRO PAGE TEMPLATES** Templates for cassette sleeves, disk box dividers, video spines etc. Plus a load of genies.
U713 **APLAYER 1.21** Brilliant, convenient multi-tasking module player. Not WB 1.3.
U714 **COLOUR WB** Change the look of your workbench icons with these better looking replacements. AGA only. Hard Drive Only.
U715-U717 (3 disks) **WORKBENCH BACKDROPS** Selection of Workbench background pictures and patterns. AGA only.
U718 **ART PRO** conversion and processing package. Supports main popular formats plus datatypes. Not WB 1.3.
U719 **TEXTURE STUDIO v1.01** Texture editor for Imagine 3. Many super mapping features. Shareware. Require FPU. Not WB 1.3.
U720 **AMIGADOS GUIDE v1.5** Learn about the Amiga DOS commands, the Amiga Dos applications and what those errors mean.
U721 **PROTECTOR** File encryption programme.
U722 **BALLS** Super lottery numbers programme. Generates random selections and can calculate numbers by examining the database of past winning numbers. AGA only.
U723 **HARD DRIVE GAME INSTALLERS 3** Uridium 2, Trolls ECS, Super Stardust, Shadow of the Beast 3, Skidmarks 2, Skeleton Krew, Arnie 2, ATR, Beneath a Steel Sky, Bump & Burn, Faskback, Kings Quest 6, Lion King AGA, Mortal Kombat 2, Naughty Ones ECS, Parasol Stars, Rise of the Robots, Rock & Roll, Sesible World of Soccor, Shadow Fighters ECS. Not WB 1.3.
U724-U725 (2 disks) **MAGIC WB ICONS 6** More Icon replacements.
U726-U727 (2 disks) **MAGIC WB ICONS 7** More Icon replacements.
U728-U729 (2 disks) **MAGIC WB ICONS 8** More Icon replacements.
U730-U731 (2 disks) **MAGIC WB ICONS 9** More Icon replacements.
U732-U733 (2 disks) **MAGIC WB ICONS 10** More Icon replacements.
U734-U735 (2 disks) **MAGIC WB ICONS 11** More Icon replacements.
U737 **SET-UP PROCEDURES** How to set up self booting dos disks. Several useful utilities included to aid the task.
U738 **GFX LAB 24** Image processing programme catering for 24 bit images. Jpeg, GIF, Targa, Ham 8, IFF, etc.. AGA only.
U739 **VIRUS WORKSHOP v5.1** Latest version of this extensively featured virus killer. Not WB 1.3.
U740 **A1200 TOWER FIT** Fit the guts of your A1200 into a PC case.
U741 **VIRUS CHECKER 6.52** New version of this well known virus protection programme.
U742 **HEDDLEY v1.1** Write Amiga guide documents the easy way with this superb programme. Not WB 1.3.
U743 **CD ROM DRIVERS** Driver software for SCSI mounted CD Rom devices. Not WB 1.3.
U744 **TEXT MASTER 1.0a** Full featured shareware word processor with 36,000 word spell checker. Not WB 1.3.
U745 **FRODO 1.5** A great Commodore 64 emulator. Not WB 1.3.
U746-U747 (2 DISKS) **STAR TREK WB PATTERNS** The Next Gen, DS9 and Voyager Workbench backdrops. AGA only.
U749 **SOUND BOX v1.98** 16 sound sample converter supporting; RAW, IFF, VOC, WAVE, AIFF, MAUD and Maestro formats. Not WB1.3.
U750 **ADDRESS PRINT V4.4** Utility for address labels. Shareware.
U677 **F1 EDITOR** Allows you to edit various cosmetic and physical aspects of the Formula One Grand Prix game.
U670 **PERSONALITY ANALYSIS** A rather neat programme that will write a essay on your personality.

SLIDESHOWS AGA ONLY

S165-S166 (2 DISKS) **SHERILYN FENN SLIDES**
S167-S169 (3 DISKS) **DANNII MINOGUE SLIDES**
S170-S172 (3 DISKS) **KATHY IRELAND SLIDES**
S173-S175 (3 DISKS) **KATHY IRELAND SLIDES 2**
S176-S178 (3 DISKS) **KYLIE MINOGUE SLIDES**
S179-S181 (3 DISKS) **KYLIE MINOGUE SLIDE 2**
S182-S184 (3 DISKS) **NIKKI TAYLOR SLIDES**
S185-S187 (3 DISKS) **PAMELA ANDERSON SLIDES.** Over 18's
S188 **PATRICIA FORD SLIDES**
S189 **PAULA POROZKOKA SLIDES**
S190-S192 (3 DISKS) **FEMALE BODY BUILDERS SLIDES**
S196-S198 (3 DISKS) **CHRISTINA APPLEGATE SLIDES**
S199-201 (3 DISKS) **ORIENTAL LADIES SLIDES** Over 18's only.
S202-204 (3 DISKS) **ORIENTAL LADIES SLIDES 2** Over 18's only.
S205-207 (3 DISKS) **BLOND BOMBSHELLS SLIDES** Over 18's only.

"All F1 and CLR available"

S208-S210 (3 DISKS) **BLOND BOMSHELLS SLIDES 2** Over
S211-S213 **ANNA NICOLE SMITH SLIDES** Over 18's only.
S214 **VANNA SLIDES** Over 18's only.
S216 **DOOM 2 SLIDES** From the PC game.
S217 **NOSTALGIA** Slideshow of classic C64 games, plus a montage of the old tunes.
S218-S219 (2 DISKS) **STAR TREK GENERATIONS** Slideshow the film.

SLIDESHOWS ALL AMIGA

S220 **SHERILYN FENN SLIDES**
S222-223 (2 DISKS) **DANNII MINOGUE SLIDES**
S225-226 (2 DISKS) **KATHY IRELAND SLIDES**
S228-229 (2 DISKS) **KATHY IRELAND SLIDES 2**
S231-232 (2 DISKS) **KYLIE MINOGUE SLIDES**
S234 **KYLIE MINOGUE SLIDE 2**
S237-238 (2 DISKS) **NIKKI TAYLOR SLIDES**
S240-241 (2 DISKS) **PAMELA ANDERSON SLIDES.** Over 18's
S243 **PATRICIA FORD SLIDES**
S244 **PAULA POROZKOKA SLIDES**
S245-246 (2 DISKS) **FEMALE BODY BUILDERS SLIDESS**
S251-252 (2 DISKS) **CHRISTINA APPLEGATE SLIDES**
S254-255 (2 DISKS) **ORIENTAL LADIES SLIDES** Over 18's
S257-258 (2 DISKS) **ORIENTAL LADIES SLIDES 2** Over 18's
S260-261 (2 DISKS) **BLOND BOMBSHELLS SLIDES** Over
S263-264 (2 DISKS) **BLOND BOMBSHELLS SLIDES 2** Over
S266-267 (2 DISKS) **ANNA NICOLE SMITH SLIDES** Over
S269 **VANNA SLIDES** Over 18's only.

F1 LICENCEWARE

POSTAGE AND PACKING ON F1 SAME AS PUBLIC DOMAIN

F1-041 **GRAND PRIX MANAGER** Run your own Grand Prix team. Highly acclaimed. 1994 Season. PRICE £3.99.
F1-044 **BLACKBOARD v3** Professional image processor. Requires 2 floppy drives. PRICE £5.99.
F1-050 **ABSOLUTE BEGINNERS GUIDE TO AMOS V2** Guide new Amos peogrammers. PRICE £4.99.
F1-052 **OPERATION FIRE STORM** Green Beret. PRICE £3.99
F1-031 **POWERBASE v3.30** Professional database. PRICE
F1-032 **WORD POWER v2** Solve crosswords and anagrams. 36,000+ word dictonary. PRICE £3.99.
F1-033 **POWER PLANNER** Personal orginiser. PRICE £3.99.
F1-066 **G.R.A.C** Make your own graphic point and click adventure games like Relics Of Deldroneye. Not WB 1.3. PRICE £4.99.
F1-068 **AQUANAUT** Underwater shoot-em-up. From the author of Giddy I & II and Operarion Fire Storm. Incredible. PRICE £3.99
F1-063 **SPEEDTRIS** Tetris game with NEW features. PRICE
F1-072 **THE EIRE RAISING ADVENTURES OF SEAMUS O'** Genuinely funny point and click graphic adventure. £6.99.
F1-074 **AMIGA ASSIST** To show beginners how to use their Amiga. Many in-depth easy to read topics. PRICE £3.99.
F1-076 **OBSTICKLE** Multi-level bouncy platform game. £3.99
F1-078 **SUNNY SPELLS** Fun with spelling for kids. PRICE £3.99
F1-080 **MAL'S MAP EDITOR** For Amos and Amos Pro. PRICE £3.99.
F1-081 **AQUAKON** Doom on water. 3D shoot-em-up. By the author of Relics and Fortress. AGA only. PRICE £5.99.
F1-83 **IMAGE COMPRESSOR** For Amos programmers. Replaces the IFF compactor. PRICE £3.99.
F1-84 **WORD PLUS+ PRO** Used to sold for £14.95. Aid for solving crosswords, anagrams, etc... 75,000+ dictionary. PRICE £4.99.

INTRODUCING WORKBENCH 2 An ideal way to learn about how to use your Amiga. Rated 90% AUI, 92% Amiga Shopper. What are you waiting for. Not WB 1.3. £6.99

BLACK BOARD 4 Powerful image processing package complete with manuel.Not WB 1.3. Amiga Shopper 90% - Star Buy. £8.95

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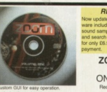

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PD Scene

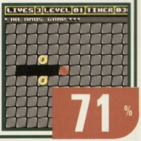
Firm layers of beefy code, sprinkled with sound and music, graphics with a cheesy tang and games with a definitely fruity tomato flavour. This is the public domain.

Coin Mania
game

It's leaping action ahoy in this game where you've got to jump around the tiled area to collect coins within a set time limit. It's not all that simple though, as some of the tiles have a nasty habit of disappearing. You've got to be careful not to fall through gaps in the floor and plan your route carefully to avoid the obstacles and nasties which delay and try to kill you.

An enjoyable little game to play, but the difficulty level is set quite low so it doesn't really get the adrenaline going, mainly because it seems so slow. The two biggest criticisms I have are that there's hardly any sound to spice things up and the graphics aren't as polished as they might be. Not top of the range but good for a few hours of fun.

Available from: AXLE Productions, 2 Stile Road, Headington, Oxford, OX3 8AQ. Price: £5.00 (UK), £6.00 (Rest of the World) including P&P.



71 %

High Anxiety
AGA demo

If you're anxious to see lots of fancy graphics routines then look no further! A texture-mapped spinning landscape greets you, plus a head object and this quickly cuts into a tunnel which zooms up the screen at speed. Morphing Gouraud vector objects then appear, some of which are extremely complex (and hence slow), followed by enlarging, rotating and wibbling graphics. This is just a taster of what goes on as the music picks up, slows down and generally fits the action well. Abyss have always been handy with their graphics (see their slideshow elsewhere in this review) but this time they've made them just plain sexy.

Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands, WV12 5NH. Phone: 01922 710985. HD required. Price: £2.00 plus 50p P&P.

HIGH
ANXIETY

83 %

10 Amiga Doom Clones
AGA pack

It's no great secret that the one thing PCs can do which Amigas have trouble with is *Doom*. So for months now we've had attempts to replicate that game on our fave machine. This pack contains 10 disks, each of which houses a *Doom* clone or variant.

The first is *Fears*. There are three versions of this alone, all of which pretty much resemble each other, with improvements being made through the series. You can move freely around one or two levels, shooting oncoming foes and solving little puzzles.

A more gory version is the *Gloom* preview; the whole thing is unnervingly bloody, with the sound effects to match. The last in this type of vein, pardon the pun, is Team 17's *Alien Breed 3D* demo which is absolutely superb.

On a different tack is *Speed* in which the object is to race around the *Doom*-like maze, crouching and jumping through and over obstacles to complete a race course in the least time possible. This isn't all that easy to play as you bounce off objects and you seem to wobble about a lot. But it's exhilarating fun! To pad out the pack are four disks showing how good certain *Doom* clone routines are. Interesting as they may be, they're not particularly entertaining.

This is a fair pack to obtain if you're into this kind of game, or you want to shut up some idiot who believes Microsoft can save the world. Others should look elsewhere.

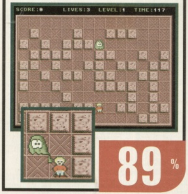
Available from: SAdENESS PD, 13 Russell Terrace, Mundesley, Norfolk, NR11 8LJ. Tel: 01263 722169. Price: £7.00 including P&P.

69 %

Wooglies
game

The objective here is to trap the wooglies in the squares which you can move around the screen. However, they move fairly quickly and can squeeze out of pretty tight spots, so you've got to box them in. The concept is simple enough, as all good games are, but in practice it's totally frustrating. You think you've one of the things trapped and it squeezes out! It's a really well put together production though, with some good music and graphics, and the gameplay is set at about the right level. Anyone can play this game and enjoy it or, indeed, get angry at it.

Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands WV12 5NH. Phone: 01922 710985. Price: £1.00 plus 50p P&P.



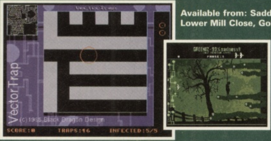
89 %

Funhouse 3
games

Buying the average PD disk which is usually only 20% full is a complete annoyance, which is why this disk is such good value because it's packed. There are three games on here, the first of which is *Vectortraps*. You must guide your bug-buster around a maze of circuits to set traps which kill off the virii that have infected your system. You can transport to other parts of the maze and the action gets really frantic at times, especially on AGA machines as AMOS speeds up! It's immense fun! The second game is *Greeniz* and here you have to shoot the bogey-like critters before they reach the left hand side of the screen. It's unplayable on AGA machines because it's way too fast but any ECS system should be fine.

Next up is *Boing*, in which you play the part of a bouncy thing which, you have to keep powering up otherwise it will lose its bounce! So, being careful not to lose your spring, you've got to collect the stars that litter each playing area and then make your escape.

Finally, as a bonus, you get *Cos*, a funky little utility which makes pictures into strange and wonderful patterns; worth a look, if only for a bit of a giggle. A good disk; highly recommended.



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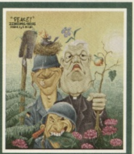
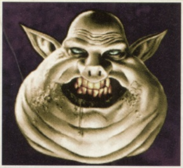
84 %





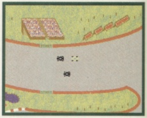
Pixel Storm
AGA slideshow

Well-produced computer stills are pretty rare things. So, to find a collection such as this is a pleasant surprise. Everything on this disk is good. Most of the pictures seem to come from old Abyss demos and include such things as Michael Jackson, fantasy pig-humans, lizards, women and, most impressively, Al Bundy! Every single picture is simply brilliant and you'd be doing yourself a huge disservice if you miss this one out. Rush off your postal orders now to grab yourself a copy of this now.

Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands, WV12 5NH. Phone: 01922 710985. Price: 1.00 plus 50p P&P.

85 %

Skid Racer
game



There are certain games which some people love and other people either despise or have trouble fathoming their appeal. *Skid Racer* is one such game. Tony Horgan absolutely adores this. Personally, however, I think it's about as sexy as Ernie Wise's underpants.

Unsurprisingly, the idea is to race against two computer-controlled opponents around various circuits. It's as easy as that. The game simply isn't polished enough to be all that playable though.

For example, part of the second course is lined with old cars (some of which are more appealing than the one you're forced to control, but enough of my bitchiness) and, if you hit them slightly wrong, you get stuck in between and that's the rest of the game up the spout.

I'm not going to rubbish *Skid Racers* any more, because it is enjoyable, in a crap kind of way, but do be warned: unlike good PD, with *Skid Racer* you definitely get what you pay for.

Available from: Software 2000, 9 Wills Street, Lozells, Birmingham, B19 1PP. Tel: 0374 678068. Price: 99p plus 70p P&P.

42 %

Aerial
AGA demo

A strange affair, this demo. It includes a *Doom* section, with a man/alien bounding around in a strange, psychedelic effect with the room spinning and blurring. More madness follows with 'bio plasma', where shapes appear suddenly and then disappear through clouds of colour. The nuttiness continues as a creature (?) holding a violin becomes covered with strange images whilst twisting and spinning in the air. The soundtrack is also bizarre and alternates between being awful and quite good.

Available from: Freestyle PD,
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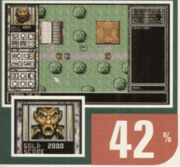
79 %

Hilt
game

All the usual RPG stuff is here including spells, weapons, monster slaying. Most of the game takes place inside a dungeon that contains 50 levels, so it's up to you, with your team of four characters, to explore all these levels, find treasure and slay any baddies that you come across. Sadly, Hilt doesn't quite reach the standards of other RPG PD games around. A poor effort.

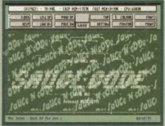
Available from: Saddletramps PD, 1 Lower Mill Close, Goldthorpe, Rotherham, South Yorkshire, S63 9BY. Tel: 01709 888127. Disk No: FDG-005. Price: £2.95 including P&P.



42 %

Disk Magazines

Sauce 'N' Code #2



This disk contains anything any AMOS coder would want, including source, explanations and executables. Topics covered include sound (VU bars, specifically), word wrap routines, a font bank maker, ways to do rotating circles, fading pictures, plasma, and intuition and system operations. There are also a few AMOS extensions.

It's all presented in a disk magazine format, so you can view all the text required, read the accompanying instructions, then extract the actual code for implementation into your own AMOS productions. Very well done.

Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands
WV12 5NH. Tel:
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80 %

Out of Space #1

Yet another NFA production, this is the first in a series of compilations of articles all concerned with the supernatural, aliens and all that kind of spooky stuff. There's a huge range of material, including some fascinating writing about alleged US government cover-ups of UFO sightings, landings and investigations, not to mention the inevitable conspiracy theories which surround this subject. If you're in any way inclined to find out more about what may be going on 'out there' then this is a great place to start.

Available from: Saddletramps PD,
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9BY. Tel: 01709
888127. Disk No:
MC172.
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including P&P.

85 %

Movie Zone #2

Philip Swales isn't happy with us. He was upset with our review of *Movie Zone #1* and so has challenged us to criticise this, the next issue. All right then you're on ...

It's a damn fine read actually. If you're a bit of a movie buff there's plenty to get your teeth into here including a profile Quentin Tarantinos' films, pictures from various productions (including a bunch from the ubiquitous Reservoir Dogs), movie news, quizzes, and opinion on the state of the business. There are also reviews of lots of flicks too. Unfortunately, some of these are a little dated now but that's the nature of these semi-periodic productions. The digitised pictures are also of fairly low quality, which is a shame, but understandable.

If issue two is anything to judge by I hope to see more. There needs to be more substance put into it, but that will doubtless arrive as Phil receives more third party contributions – so get to it, people!

Available from: Philip C Swales,
28 Campbell
Road, Hartlepool,
Cleveland TS25
3BB. Price: £2.20
including P&P.

81 %

The Ultimate Manager
game

If you don't already have a shelf full of football management games, you may like to try your hand at this. The PD version reviewed here allows you to play through two full seasons of Premier League and European action. The excitement of the matchday is represented by a list of fixtures and a speeded up clock, with the scores for teams updating as goals are scored. The game is text based with a few small graphic touches here and there to brighten things up. The registered version offers unlimited game time. One for management fanatics.

Available from: Network PD, 22
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78 %

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GM248 DELUXE PACMAN AGA Wow a pacman game by the author of Deluxe Galaga.
GM258 BATTLESHIPS A very playable game by the Assassins.
GM263 CODENAME NANO superb thrust game. Get it!
GM264 SCORTCHED TANKS v1.85 multi-player tank game
GM266 BLITZ BOMBERS demo of the multi-player bombers game
GM268 EXCELL. CARD GAMES III A few card games here. [AGA]
GM269 MASTER BLASTER II decent bomb game
GM271 SUPER COMBAT 3 this is a two player version of cannon fodder. Superb graphics - Object to kill other player. [2 Disks]
GM273 REBELLION an asteroids clone with a difference
GM275 MARATHON 2 player action game
GM276 THE DEVILS ABODE written by the author of War of the Worlds. This is a 3D horror adventure. Decent.
GM277 SPEED - DOOMER 2 version 2 of the Doom clone. More graphics, finer detail (walls etc) and much faster scrolling. [AGA]
GM278 DNX erm.. blatent Super Stardust tunnel game! [AGA][2 D]
GM279 ALIEN BASH II very similar to Chaos Engine....very good.
GM280 SKID RACER car racing game, not bad. [WB2+]
GM281 DUCK DODGERS great platform game with ducks [WB2+]
GM282 TRAP 'EM good platform [trap aliens] game [WB2+]
GM283 ZOMBIES Alien Breed style shoot-em-up [AGA]
GM284 DARK ANGEL Flashback style, platform in a power complex
GM285 BLACK DAWN V another version of the adventure [WB2+]
GM286 GALLEONS 2 player 3D shoot-em-up [WB2+]
GM287 ENGINES 2 player thrust game [WB2+]
GM288 HELSINKI FORCE 2 player good karate game [3 Disks]
GM289 CARDZ load and use AGA Klondike cards on ECS Amiga!
GM292 POWEROIDS good, rendered asteroids clone [020+]
GM296 INNER DEMONS spooky adventure [4 Disks]
GM299 SUPER SKIDDY THINGS 3 superb racing program for one or two players. Direct your rubber suited penguins around the ice!
GM300 GRAVITY FORCE II EDITOR edit gravity force 2 [WB2+]
GM301 DELUXE GALAGA v2.6C A super shoot-em-up with the usual additions such as the power-ups, weapons etc. AGA version. [AGA]
GM302 AUTOMOBILES v1.5 superb racing game for the Amiga. Loads of different tracks with the ability to have upto 4 players. [2 Disks]
GM303 EMOTIONAL CONFLICT 3D adventure
GM304 JIGSAW v2.2 jigsaw/strategy game [AGA]
GM305 PRO FOOTBALL v1.1 footie prediction [WB2+][2 Disks]
GM306 BOOMIN 'ECK dynablaster clone
GM309 RED DWARF Relics adventure clone
GM310 COALA DEMO demo of the new Coala helicopter game

HOT NEW DEMOS

D203 MYSTIC "IMPOSSIBLE IMPOSSIBILITY" Winner of the Primavera party 95. Get this! [2 Disks] [4MB+] [AGA]
D213 PARALLEX/CCN "DEEP" Winner of the Gathering 95 [2 Disks] [HD] [4MB+] [AGA]
D216 FACULTY "MAN ON MOON" Very good demo from Faculty - needs loads of Mem! [4 Disks] [HD] [6MB+] [AGA]
D217 ABYSS "DRUGSTORE" [2 Disks]
D219 SANITY "ROOTS II" wow! A very decent demo release [020+]
D220 FREEZERS "DREAM WALKER" [2 Disks]
D221 FREEZERS "LECH" AGA won the Ram Jam charts "best demo in 1995". Loads of the same routines - tunnels etc.
D222 ARTWORK "GREENDAY" Won a recent party in Germany - very decent all round. [AGA] [HD] [3 Disks]

Latest demos continued........

D223 IMPACT DK "MELCHOIR" [HD] [6MB+]
D226 SUPREME "CHAOS" [HD]
D227 SCOOPEX "ALIEN" Scoopex are BACK in the '90s with a good demo release! [AGA]
D228 STELLAR "HUMAN" Stellar release "Human excrement in ....", lets say no more!
D230 MELON "PLANET M" another classic release from the guys at melon. Released at a party in the Netherlands recently.
D231 AXIS "PICTURE BOOK" must be one of the best demo releases for many months, comprehensive. [AGA] [4 Disks]
D234 INTERACTIVE "ABSTRACT" another release from the party in the Netherlands. Excellent routines. [HD] [4 MB]
D235 MELON DESIGN "BAYGON" superb cartoony style demo!
D236 EMBASSY "THRILLED" Assembly '95 release [HD][2 Disks]
D237 SILENTS "FRUIT MACHINE" superb Assembly '95 demo!
D238 VANITY "AMAZED" stunning new demo from Vanity, all the usual effects (but more of them!). Get this! [AGA] [3 Disks]
D239 OXYGENE "CONTROL" from the G.A.S.P. party '95. [2 D]
D240 PARALLEX "ZIF" G.A.S.P. winner. Good. [2 D] [AGA] [HD]
D241 ASSEMBLY '95 INTROS collection of intros
D241 AXIS "TIME & EMOTION" music disk from Axis [WB2+]
D242 HOODLUM "WATER WHISPER" decent effects [AGA]
D243 MYSTIC "FEAR" Intel Outside demo. Good. [AGA] [2 Disks]
D246 TBL "QUE?" new - from Remedy '96 [2 Disks] [AGA] [HD] [4MB]
D247 RAZOR 1911 "FALKORV" wow! [4 Disks] [AGA] [HD] [4MB]
D248 SCOOPEX "ISO" they're back! Get it now! [2 Disks] [AGA]

MISCELLANEOUS

GRAPEVINE 21 superb disk magazine from LSD [2 Disks]
GRAPEVINE 22 call for date (ever going to be released?!?)
DEADLOCK 9 superb disk magazine by Anathema/Narcosis
NFA WORD 5 disk magazine from NFA [AGA]
NFA WORD 6 disk magazine from NFA [AGA]
NFA WORD 7 OUT NOW!! New disk magazine from NFA [2 Disks]
NFA BODYSHOP 8 [AGA] [3 Disks]
SHERILYN FENN SLIDESHOW [AGA]
PHEOBE CATES SLIDESHOW [AGA]
ERIKA ELENAIK SLIDESHOW [AGA]
NIKI TAYLOR SLIDESHOW [2 D] [AGA]
TINY TOONS CLIPART superb hand drawn clipart
NFA BIG GIRLS II [AGA] [3 Disks]
X-FILES GUIDE guide to the TV Show
GCSE MATHS EXAM PAPERS GCSE help
TRAVEL GUIDE guide for avid world travellers [2 Disks]
UFO : FINDING THE TRUTH [2 Disks]
UFO : FINDING THE TRUTH 3 paranormal and UFO stuff
ALIENS CONFIDENTIAL 2 UFO and paranormal guide
WEATHER GUIDE [3 Disks]
LUCIFERS "UNHOLY INNOCENCE" [2 Disks]
LUCIFERS "WICKED GRIMOIRE" bizarre cult stuff
LUCIFERS "BOOK OF SHADES" [2 Disks]
WHITBY AMOS CLUB DISK MAG - SPECIAL EDITION
ED060 KIDS DISK 7 another under 5's program
SCOOPEX "ARTCORE" Doom-like gallery slideshow! [AGA]
NFA SOURCE 'N CODE 2 AMOS source 'disk' magazine
TITANIC II interactive database on the Titanic disaster [2 Disks]
HISTORY OF THE WORLD CUP all explained [3 Disks]

MAIN LIBRARY

MORE UTILITIES

U076 WB3 HD INSTALL DISK Prep, format and install WB to your Hard Drive. [WB3]
U230 TOOLS DAEMON V2.1 Adds tools to your WB Menu. [WB2+]
U239 RE-ORG v3.11 Re-organise your disks/hard disk. [WB2+]
U302 VIEWTEK v2.01 Viewtek can show many picture formats including JPEG and the AGA screen modes. [WB2+]
U317 ACTION REPLAY PRO Action Replay for the A1200 [AGA]
U318 VIDEOTRACKER DATA Loads of data files for use within Videotracker. [4 D]
U349 LIBRARIES + DATATYPES Do you ever need a library? Here's a collection!
U352 MAGIC WB v1.2P The lastest version of the 8-colour icon replacer. Use this with our Extras disks for superb results! [WB2+]
U359 TELETEXT v1.20 Create a teletext receiver [WB2+]
U376 POWERCACHE v37.115 Speed up your Hard Drive access with this cache program. Versions for 00, 020, 030 and 040. [WB2+]
U379 DESKTOP MAGIC v2.0 This program allows you to assign sounds to Workbench functions like mouse clicking etc. [WB2+]
U408 DISK SALV v2.31 This is the best disk/file repairer in the Public Domain. Undelete/salvage files and repair disks.
U416 AMIGA DOS GUIDE v1 Learn Amiga DOS with this program.
U426 EPU STAKKER v1.70 double your hard drive space! [WB2+]
U434 EDWORD PRO v5 Edword Pro is the most comprehensive and easy to use word processor on the PD market. [WB2+]
U440 SNOOPDOS v3 Use Snoopdos to monitor program activity. An ideal tool to find out what libraries are needed [WB2+]
U453 MAIN ACTOR v1.55 An excellent module animation player. Buy it. [WB2+]
U454 VIDEOTRACKER 2 AGA The AGA demomaker.
U467 T. U.D. E. v1.00 The Ultimate Degrader and Enchancer can be used to degrade A1200/4000's to use WB1.3, remove fast mem etc.
U475 RELOKICK v1.4A FINAL Relokick is the most popular degrader around. Forget the fake v1.41, this is the real thing.
U479 MSDOS FOR AMIGADOS Allows you to use the MS DOS commands on your Amiga. Also use the MSDOS star "*.*" [WB2+]
U480 HD GAMES INSTALLER II Install Jungle Strike, Aladdin, Mortal Kombat II, Ruff 'n Tumble and about 12 more!!
U487 BIRTHDATE HISTORY v2.21 Check events that happened on your birthday!
U499 M.U.I. V2.3 Create GUInterfaces. Needed for Mosaic. [WB2+]
U502 GBLANKER V3.6 020 An optimised version for 020/30/40/60 CPU's. [WB3+]
U514 DISK STICK v1.1 A disk labelling program.
U521 ADDRESS PRINT v4 Store addresses and print them to labels.
U523 DOPUS MAGIC COMPANIAN Loads of buttons, AREXX scripts for Dopus. [WB2+]
U532 ALL NEW FINAL WRAPPER v3 Final Wrapper was the utility that hit Final Writer users last year. This is the very latest version.
U533 CAR DATA ANALYST Monitor and test your car's performance. First for the Amiga.

More utilities continued........

U543 TOOLS MANAGER Allows you to have a "dock" of icons on Wbench. [2 Disks][WB2+]
U553 GFX CONVERTOR v1.7 Decent graphics convertor. Loads about 10 different file formats and saves GIF, ILBM, PCX, POSTSCRIPT, JPEG. [WB2+]
U554 SOUND BOX v1.97 Coverts sound samples from IFF, RAW, WAV, MAESTRO, VOC, AIFF and MAUD to any of the supported formats. ie. load in as IFF save as WAV or load as WAV andsave as IFF. [WB2+]
U560 DELITRACKER II v2.1 A great module player. [WB2+] [2 D]
U564 EXOTIC RIPPER v3.1 module and sample ripper. [WB2+]
U568 LOTTERY WINNER V2.0 good lottery predictor. [WB2+]
U576 BLITZ BLANKER V2.5 Blitz Blanker is another tool that requires the services of MUI (U499). Modularised screen blanker. [WB2+]
U588 PC-TASK V3.10 All new PC Task v3. Demo version.
U589 MP LOTTERY V2 Another good lottery program.
U594 AMIGA FAX V1.42 Send/receive faxes on your Amiga. [WB2+]
U606 ESSENTIAL AMINET 5 recent Aminet uploads. [WB2+]
U607 ESSENTIAL AMINET 4 more recent Aminet uploads. [WB2+]
U617 HD GAMES INSTALL 3 Over 20 games such as Super Skidmarks, Sensible World of Soccer to be installed. [WB2+]
U618 TEXTURE STUDIO v1.02 For Imagine users - adapt those textures. [WB2+]
U619 BALLS! Superb and powerful Lottery program. [AGA]
U623 AMIGA CD-ROM GUIDE Guide to loads of Amiga CDs - Amigaguide doc. [WB2+]
U628 ICONIAN v2.91 Superb AGA icon editor. [AGA]
U634 FRODO v1.5 The very best C64 emulator for the Amiga. Relive the old games with this. [WB2+] [020+]
U635 DOPUS UTILS 2 Loads of utils for Directory Opus 4/5. More scripts, Arexx routines etc etc [WB2+] [Dopus]
U636 TYPING DEMON Learn how to type very quickly!
U638 ESSENTIAL AMINET 7 Aminet utilities. [WB2+]
U648 HD GAMES INSTALLER 4 loads more installers for your favourite games. Obsession Pinball, Powerdrive etc [WB2+]
U649 enLOCK Lock program for a hard drive [WB2+]
U650 BOOKIE BEATER Beat the bookie at his own game! [WB2+]
U653 SKIDMARKS 2 CARS 4 cars for the AGA Skidmarks [2 D]
U656 SUPER DMS v2 A powerful interface for DMS [WB2+]
U658 DOPUS v5>>>>v5.11 UPGRADE Upgrade DOpus [WB2+]
U670 TERM v4.5 00 Term is the most comprehensive communications package in PD, rivals any commercial release. [3D]
U671 TERM v4.5 030 version for 030 processors [3D]

MORE GAMES

GM58 BLACK DAWN II a popular 3D adventure
GM67 SCRABBLE the classic board game
GM78 STARWOIDS thrust and oids mixed [1MB] [2 DISKS]
GM93 KLONDIKE III for hard drive users [HD] [4MB+] [WB2+]
GM97 TOP HAT WILLY an Amiga "Jet Set Willy" rip-off. Addictive!
GM105 DYNAMITE WARRIORS 2 another bomb clone
GM118 CHANEQUES yes, two please!! A Lemmings type game. Direct your little men (with different skills) to the end. [2 Disks]
GM123 MEGABLOCK V2 the best Tetris games on the Amiga.
GM125 KELLOGS LAND WOW! The best PD platformer ever! [AGA]
GM126 SUPER MEGA FRUITS a good Fruit Machine game.
GM127 ZAXXON superb! The C64 classic now comes to the Amiga!
GM132 SAMURAI SHOWDOWN this is an amusing Street Fighter clone. Good! [AGA]
GM136 CYBERMAN wow! A 3D pacman clone. Very decent indeed.
GM138 INTERNAL COMBUSTION great skidmarks-esque multi-player racing game
GM141 MADHOUSE a graphical adventure game [2 DISKS]
GM147 DELUXE GALAGA v2.51 must be the best PD shoot-em-up ever made!
GM150 ROCKETZ V2.25 superb AGA only 2-player thrust/shoot-em-up game. One of the most addictive multi-player games ever! [AGA]
GM164 CYBERGAMES excellent! A street-fighter clone with gore! This is probably the best beat-em-up games in the Public Domain. [2D]
GM169 MASH Similar to Team 17s new Wormz game. A subtle cross between Lemmings and Cannon Fodder.
GM174 TANKS! excellent tank-war sim
GM176 ALIEN GENOCIDE erm. A Operation Wolf clone? [2 DISKS]
GM178 DOOMER a good Doom clone for the Amiga [AGA] [HD]
GM180 CARNAGE blood, guts and gore and more!
GM183 PSSST AGA remember Psst on the Speccy? Well this is the Amiga version!
GM184 SCREECH another car racing game
GM185 BOARD GAMES Cluedo is the main game here
GM187 FEARS 2 AGA wow! Much better. This is a demo of the finished commercial version! More aliens.
GM188 CARD GAMES DELUXE A program that allows you load and use your Klondike cards! Blackjack and another on here [3 Disks] [2MB]
GM191 CHILD ADVENTURE AGA not as bad as it sounds! A graphical adventure to solve the mystery to clear your name [4 Disks]
GM194 BATTLE DUEL AGA battle duel is a SUPERB multi-player artillery type game. [AGA]
GM195 BATTLE DUEL ECS ECS version of the above [WB2+]
GM226 GLOOM A demo version of the forthcoming Doom clone. [AGA]
GM227 WAR OF THE WORLDS 4 A virtual reality program! [AGA]
GM238 LAST LAP v1 Excellent racing game for one or two players.
GM239 ULTIMATE STAR TREK great strategy game [2 Disks]
GM242 PSYCHUEL Alien Breed style shoot em up [WB2+]

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KL152 X-Files 2 Cards
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KL155 M.G. Cars Cards
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F1-41 GRAND PRIX MANAGER £3.99 run your own grand pri team. 1994 season. Recommended.
F1-50 GUIDE TO AMOS v2 £4.99 absolute beginners guide t Superb guide to help you understand!
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NFA have been serving the Amiga 'scene' recently with an amazing amount of effort. Well known in the UK for their Bodyshop series, excellent AGA-only Word disk magazine and programs such as 'Balls', 'Boomin Eck' and 'enLock' present their first CD for the Amiga. Unlike other scene releases, this contains AGA PD from the last 3 years of which 90% will run straight from the CD! Contains the best WB3+ utilities and creative software (100MB), the greatest AGA games (100MB), high quality AGA slideshows (150MB), the most outstanding AGA demos (200MB), entertaining and informative disk magazines and the best of the rest including the licenced Amiga Reports and all the Amiga 'Doom' clones. NFA have also compiled loads of exclusive wares for the CD: slideshows, Klondike cards and more. All this and contained in superb exclusive raytraced iconified drawers set within a Magic Workbench environment makes the CD an absolute pleasure to use! This CD would make a superb Xmas present for any A1200 or A4000 user with a CD-Rom. TRADE details and prices available on request.

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WORLD INFO 95

Your virtual guide around the world. Travel to places you have never seen before, get informed about your next/potential holiday. Preparing for a geography test? All the info you need is here. 194 countries, 700 cities, covering many different subjects. You need to have Mosaic setup to run the CD. 256 colour Workbench is also recommended.

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1700 colour files with categories such as Animals, Boats, Buildings, Cars, Cartoons, Cats, Computers, Dinosaurs, Dogs, Fantasy, Fish, Flags, Insects, Maps, Medical, Military, Misc, Painting, Photo, Places, Planes, Sci-Fi, Sea, Space, Sport, Star Trek, Swimsuit, Trains, Wars! You asked for a colour clipart CD - here it is! Colour clipart for nearly every occasion.

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This CD gives you almost 10000 C64 megademos and over 600MB of software. Mega demos, games, utilities for the Amiga and PC computers. Latest versions of emulators for both machines (the commercial version of A64 v3 for the Amiga). C64 experts have searched high and low through C64 archives to put together a superb collection for Amiga and PC.

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This CD offers you hundreds of the finest demos. Spaceballs, Kefrens, TRSI, Complex, Scoopex, Silents, Sanity and Virtual Dreams are a selection of the biggest names here. 2000 floppy disks in DMS format with menu system. Plenty on here to keep any user or even a demo freak going for ages!

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This is an update to the first AMOS CD - the official library disks upto 636, general Amos PD over 200 disks. Also includes, ready to run, 1600 source files, 100 sprite banks, 260 Ctext banks, 800 samples, music banks, several Amos and Amos Pro extensions.

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Over 1 Gigabytes of data on this double CD. Includes MIDI files in various formats (MIDI, MIM), hundreds of MB's of music to listen to or change/edit for your own applications. Over 5000 modules, 1000 VOC files, 1000 WAV files, 1000 samples.

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WS CLIPART

Must be nearly third in the most popular CD ever produced. Contains megabytes of B/W IFF bitmaps, colour IFF, proclips, EPS, Pagesetter, Pgs, IMG, Corel Draw and coloured brushes for Deluxe Paint. Bargain! This CD-Rom is suitable for Amiga, PC and MAC computers.

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Giga Graphics is the ULTIMATE collection of graphics for the AGA Amiga. Over 10,000 images on this quad-pack CD. All images are in 24 Bit and HAM 8. Superb price for 4 CD's! Suitable for all AGA Amiga owners. Want a picture of a landscape? What about a animal? This is the place!

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HOTTEST 4

This is a PD Soft collection of their PD library during 1994. Games, demos, utilities, animations, slideshows, diskmags, pictures, samples, music modules and much more. Limited stocks left so get this CD at this low price NOW!

BARGAIN!

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CD BOOT v1

This allows you to use any CD32 game on your A1200 or A4000. You can create a config file for every game. Comes with a complete English based manual and can run around 98% of CD32 games.

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GFX SENSATIONS

A collection of the best graphics tools, 24Bit images, animations and a huge collection for Imagine and Lightwave users: Anatomy, animals, aviation, bathroom, botany, buildings, clocks, computers, food, kitchens, lamps, ships, space, sports and much more!

£16.99

HOTTEST 5

Hottest 5 contains some of the very best games, demos, utilities, animations, slideshows and more from October to early February this year. This CD also comes with a 50-page black and white booklet and BBS support on the compact disc itself.

£15.99

TEN ON TEN PACK

An Almathera collection, reviewed in this months magazine consisting of ten CDs. They are: Team Yankee, Pandora's CD, World Vista Atlas, Illustrated Shakespeare, CDPD1, CDPD2, Demo 1, Comms and Networking, Fonts & Clipart and Photo Library CD .

£35.99

UTILITIES 1-1500

The utilities 1-1500 CD contains the very best utilities and tools from PD Soft's library (mainly during 1994). Education, business, sound utilities, hobbies, emulators, programming, printer tools, virus killers and much more!

BARGAIN!

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MEETING PEARLS 2

Carrying on the excellent tradition this entire CD is run from HMTL "internet" style pages. More utilities, games, tools, music and Midi, FAQ's, PasTEX files and MB's of other data. This CD is similar to the Aminet series except it could be classed as more technical.

£8.99

WS FONTS

Another popular Weird Science compact disc.

This CD contains 2000+ Adobe and CG fonts, some PS fonts, 500+ bitmap, 190 coloured, 240 IFF, 139 Pgs, 24 Prodraw, 500 Truetype, 132 PCX, 300 GDOS and more!

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Save mods as executable files
Supports Aura sampler and Toccata sound board.
(Requires Kickstart 2 or greater and 1.5 Meg Ram)

T.I.12 - £2.50

Latest issue of the MED Users Group Disk mag. Essential reading for all OctaMED users
(Iss 6 to 11 also available)

LOOM – £10.00

LOOM is an exciting departure from the normal methods of Amiga music production. It is a hybrid between a simple, yet powerful visual programming language and a composition system.

Simple music OBJECTS (notes, chords, phrases or songs) are assembled together and modified with various tools & mathematical functions including data from Chaos Theory & Fractals, Non Linear Systems etc.

(Needs 4 Meg of RAM)

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Originally due for commercial release this brilliant collection of eductional activities is now only available from Seasoft.

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(demo version PD disk 2282)

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966 SID 2 (1)
Director Utility
1200 KICK V1.3# (1)
Get those old A500 progs working!
1261 NCOMM V3 (1)
Classic comms package
1318 PRINTER DRIVERS (1)
Canon BJ; HP Deskjet; Ricoh etc.
1344 MAGICWORKBENCH #^ (1)
1462 MIDI TUTORIAL # (1)
1526 WORD FACTORY (1)
Quality spelling prog for young kids
1989 MIDI UTILS 1 (1)
1990 MIDI UTILS 2 (1)
1991 MUSIC X UTILS 1 (2)
1993 MUSIC X UTILS 2 (3)
1997 FINAL WRITER PATCH (1)
Speed up FW3 by up to 400%
2009 HARD DRIVE UTILS # (2)
Aback Up; Fix Disk; VC; Click Dos 2; ReOrg;; Tools Daemon; Mr Back Up etc.
2082 DOPUS COMANION (1)
2121 A-Z PAINT PAD (1)
Excellent pain package for kids
2209 PERSONAL ANALYSER # (1)
Do you know yourself?
2268 BIG GIRLS 2 #^ (3)
Well presented 20 "Page 3" pics
2295 PC TASK V3.1 # (1)
Latest PC emulator
2332 TEMPLE OF DECREASE #^ (1)
Traditional AGA Demo
2334 NIBBLE # (1)
Colourful Boulderdash clone
2335 EXCELLENT CARD GAMES III #^ (1)
Poker, Czarina, Colours, Scottish & Napolean
2336 COARSE ANGLER # (2)
Excellent coarse fishing game/simulator
2338 MANDALA (1)
Fractal Generator
2340 DOPUS UTILS VOL 2 (1)
Various utilities for use with D'Opus
2341 CHANEQUES # (2)
Excellent game – watch out lemmins!
2343 MUI DEVELOPERS KIT (1)
2344 PAGESTREAM 3H UPDATE (2)
2360 IMAGINE OBJECTS # (1)
Dinosaurs objects for use with Imagine 2/3
2374 – MAGIC WB EXTRAS 11 #^ (2)
2376 - MAGIC WB EXTRAS 12 #^ (2)
Various extras for Magic Workbench including Icons, Backdrops etc.
2378 - STEREOPTICON (1)
Produce true stereoscopic pictures
2379 - NOTEBOOK (1)
Flexible all purpose organiser
2380 - DOWNLOADER (1)
26 new fonts for use with 24 pin dot matrix printers or compatible printers.
2381 - BALLS (1)
Well presented Shareware Lottery predictor based on previous numbers - The best I have seen to date.
2382 - SEVERED HEADS #^ (X) (2)
Graphic adventure game, adult only
2384 - AMIGA DOS GUIDE # (1)
Comprehensive Amiga Dos guide
2385 - DEVILS ABODE (X) # (1)
3d Graphic Adventure game
2386 - TINY TOONS CLIPART (1)
Mono clipart of your favourite characters
2387 - WORDS V2.3 # (1)
Spell checker for ISpell & Gold Ed (lha format)
2388 - MR GREEDY (1)
Excellent Story book for young kids
2389 - CMS TRAX 6 #^ (1)
5 excellent Octamed Modules
2390 - ALIENS CONFIDENTIAL MULTIMEDIA #^ (9)

This is only a very small selection of PD titles in our collection.
If you cannot see what you are looking for then PLEASE ASK.

9 disks packed with interesting facts
2399 – BATTLESHIPS (1)
2401 – NO SAMPLER UTILS 4 # (1)
Various convertors, rippers etc.
2402 – BANK MANAGER #^ (1)
2403 - WAC AMOS SPECIAL #^ (1)
Amos disk mag – a must for amos users
2404 -ZONE READER #^ (1)
A utility for Amos programmers
2405 - EMOTIONAL CONFLICT #^ (1)
Impressive Graphic Adventure game
2406 - HP LASER JET 4 DRIVER (1)
LJ4 Boost, Miniprint, HP4L, Control
2412 - DISK HELPER 10 # (1)
OSK; MFT; XPK; Knight; Disk Saver; WBX; Virus List Find Crunch; Aga Utils; ResRom; SerMouse
2413 - AUDIO MAGIC 14 # (1)
Sample Scanner; Mod.to.smp; MiniPlay, Interplay2, CDTV Player.
2414 - AUDIO MAGIC 15 # (1)
Hippo Player; CD player; Sid2Midi; Symphony Pro; Play16; Player6.1a; XPlay; 60APlayer.
2415 - OFFICE HELPER 4 # (1)
Amiga Diary, Quick File, FHS Spread.

PD/SHAREWARE PRICES

1 disk – £1.50, 2 to 4 disks – £1.25, 5 to 9 disks – £1.00,
10 to 19 disks – 80p, 20+ disks – 75p
Prices per disk – Number of disks shown in brackets
Titles marked # will not work on A500 (V1.2/V1.3); ^ will not work on A500+/A600; (X) are suitable for over 16s only

2407 - CMS TRAX 7 # (1)
5 Excellent OctaMED Modules
2408 - MULTIVISION 9 # (1)
ArtPro, DPix, ChipRip, GfxCon, Gifftolff
2409 - MULTIVISION 10 # (1)
AGracCon; Iff.FX.Aga; Flick 1.4; JIV.
2410 - MULTIPRINT 5 # (1)
Miniprint; Neat; MiserPrint; TapeCover; Primera Printers; Epson FX & LX; 550CFonts; LJ4 Boost.
2411 - DISK HELPER 9 # (1)
Iconimage; EasyWB; FullBench; Wasted Time; Tool/Alias; ClearRam; HD Sleep; MakeFast; CatClock; SmartCopy; Chunkit; Afil; Cybernetic Attorney; Drop'nt2
Intra2.16.
2416 - PAMELA ANDERSON (X) #^ (2)
10 excellent pics of famous model
2418 - CLAUDIA SCHIFFER (X) #^ (3)
Stunning pics of this beautiful woman
2522 - TERM V4.4 # (3)
2525 - TERM V4.4 030 #^ (3)
2428 - HD GAMES INSTALLER 4 (1)
2429 - ABYSS DRUGSTORE #^ (2)
2431 - FREEZER LECH #^ (1)
2432 - BOSNISK METALL #^ (1)
Three of the very latest AGA Demos
2433 - KIDS 7 # (1)
Excellent programs for young kids
2437 - INTERNET UTILS 2 # (1)

AmiTalk; AmiTCDHelper; AmiWatch; Control Panel; GUIF; Online O Meter.
2438 - ESSENTIAL AMINET 7 # (1)
Image FX & Image Studio data/patches; LHAControl; LJ4Boost; MasterISO; MReko; Photogenices; Project Midi; UND 64; XDM.
2439 - FRODO V1.5 # (1)
Commodore 64 emulator
2440 - ROM 4 DISK MAG # (2)
All you need to know about the Demo scene
2452 - STAR TREK GUIDE # (6)
All you wanted to know about StarTrek
2458 - DR WHO ANNIVERSARY # (5)
Do you know who the Daleks were?
2466 - FINDING THE TRUTH 2 # (2)
2468 - FINDING THE TRUTH 3 # (1)
2469 - DOS MAN (1)
Ref book for beginners and experts.
2470 - IMAGE STUDIO 2.1 (2)
Latest version of this excellent program
2472 - THE WORD 6 #^ (1)
NFA Disk "scene" magazine
2473 - AMIGA E V3.2A # (2)
Latest E Compiler (lha format)
2475 - PICTURE BOOK #^ (4)
Stunning AGA Demo – worth a look
2480 - SCOUT # (1)
Comprehensive System Monitor
2481 - TRANSITION # (1)
Image conversion package
2482 - SUN #^ (2)
Excellent Fantasy Demo
2484 - MASTER BLASTER # (1)
Excellent Dynablaster clone
2485 - SKIDMARKS 2 CARS (2)
More cars for Skidmarks 2 game
2487 - DELUXE PACMAN V1.6 #^ (1)
Super Pacman game
2488 - JAPANESE VOCABULARY (1)
2490 - CMS TRAX 8 # (1)
More excellent OctaMED 6 mods
2491 - MESSYSID 3 (1)
Don't have Cross Dos! then get this.
2492 - DUCK DODGERS # (1)
Addictive platform game
2493 - SHAPESHFITER V3.1 # (1)
Apple Mac emulator (needs rom)
2494 - CHEATS V2.1 (1)
Loads and loads of game cheats
2496 - THREE DIMENSIONS 17 (1)
A must for 3D Con Kit users
2497 - ALTERNATIVELY MUSICKED # (1)
Out of this world - OctaMED Mods
2498 - MUSIC FIRST # (1)
OctaMED mods of Eric Clapton
2499 - TEXT ENGINE 5 # (1)
The very latest and best WP/text editor
2500 - AEVOLUTION # (3)
Quality OctaMED Mods
2503 - TARGET # (1)
Great game - shoot the targets!
2504 - UFO ANIM #^ (1)
2505 - THE WORD 7 (2)
NFA disk mag of the Demo Scene
2507 - SURFING THE JAZZ WAVES # (1)
Excellent Jazz Music Demo
2508 - VIRUS CHECKER 7.17 # (1)
Latest and best virus checker around
2509 - C64 EMULATOR V3 (3)
Latest emulator and games
2512 - FRUIT KITCHEN - SILENTS #^ (2)
2514 - HATE 2 - FRANTIC #^ (2)
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C64 SENSATIONS	£17.50
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£2.50 per issue
(Issue 7 now available)

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IT COULD BE YOU!
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6 disks with the full version of this A500 compatible music program, disk based manual and a selection of mods & samples to get you started.

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Paint package especially for kids

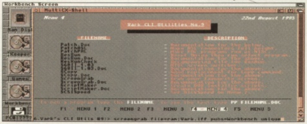
WE STOCK THE ENTIRE F1 RANGE

PD Utilities

Make your Amiga sound like Darth Vader, read up on the latest arms news or generally make your Amiga more efficient with this month's selection of chosen utilities from the Public Domain

Vark CLI Utilities #9
Utility compilation

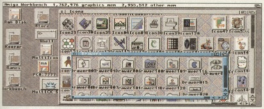
The latest edition of Vark is a good utility collection. First of all there's *AlgoMusic*, which creates amazing random music, an interesting sample compressor that sounds like Darth Vader, a brilliant Commodore Installer script generator and a neat public screen grabber. There's also some rubbish, like *MemSucker*, which is designed to temporarily disable a specified amount of RAM. It asks if you want to reset, but if you type No it resets anyway! Vark 9 is definitely worth tracking down for the better stuff, though.


Workbench Screen
MultiCX-Shell
Menu 4
22nd August 1995
Vark CLI Utilities No.9
FILENAME
DESCRIPTION
Patch.Doc
PatchASL
PatchPAL
ResRun
ResRun.Doc
ResRunCheck
SGBII-1.03
SGBII-1.03.Doc
SCopy
SCopy.Doc
ScreenGrab
ScreenGrab.Doc
ScriptMaker
ScriptMaker.Doc
SCSISpeed
To run a program type the FILENAME to see the text type PP FILENAME.DOC
F1 MENU 1 F2 MENU 2 F3 MENU 3 F4 MENU 4 F5 MENU 5
Ram Disk
Keeper
Games
Workbench
PCB:????

```
6.Vark's CLI Utils #9:> screengrab file=ram:Vark.iff pubs=Workbench unique
```

Available from; Roberta Smith DTP, 190 Falloden Way, Hampstead Garden Suburb, London NW1 6JE. Tel: 0181 455-1626 Price: 90p + 50p P&P.

89 %


Amiga Workbench 1,762,976 graphics mem 2,955,512 other mem
Icons
Ram Disk
Keeper
Games
Workbench
Shell
MultiIcon
PCB:????
Drawers

Multi Icons 2
Replacement icon pack

Initially put off by the German installer and documents, I soon realised that Multi Icons isn't just another boring icon package. It has much the same sort of installer as Magic Workbench so it's easy enough to use though unfortunately it doesn't have a de-installer in case the icons aren't to your taste. This is not a real problem though, since it didn't install the icons over my old ones automatically.

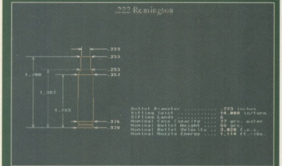
After installation, the end result is something that looked impressive and quite different from your average Workbench or Magic Workbench set-up. If you're one of those people who likes strange icon packs for your Workbench or want your machine to look original, then I highly recommend this effort. There's no shortage of icons to pick from and they're both colourful and clear.

A full set of different picture drawers are provided so your hard drive's root directories can be picturesque as well as your applications drawers. There's replacement icons for all the standard Workbench programs including preferences etc. Oh yes, they seem to be designed for non interlaced screens too, which is good news for many. Maybe Amiga Technologies could include one of these packs with new Amigas in the future.

Available from: Pixel Digital PD, Unit 6, Laurel Business Centre, 15 Laurel Road, Liverpool. Tel: 0151 259 4017 Price: £1.00 + 50p P&P.

88 %

AmmoGuide
Ammunition database


.222 Remington
.223
.253
.253
.357
1.700
1.307
1.265
.376
.378

```
Bullet Diameter ........... .223 inches
Rifling Twist ............. 14.000 in/turn
Rifling Lands ............. 6
Nominal Case Capacity ..... 27 grs. water
Nominal Bullet Weight ..... 55 grs.
Nominal Bullet Velocity ... 3,020 f.p.s.
Nominal Muzzle Energy ..... 1,114 ft.-lbs.
```

I just love Roberta Smith's disks with their nicely printed labels. Since I just happened to need to know the vital statistics of a German .30 Luger bullet, AmmoGuide seemed set to make my life complete. Not. AmmoGuide will even do a surface 3D render of the desired small arms ammunition just so you know exactly what one looks like. Technical information is also available including the cartridge dimensions, grains of primer and muzzle velocity etc.

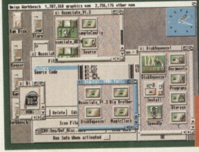
A fair range of guns is covered insuring that it makes a good ammunition reference. There's just one burning question that needs asking: what's the point in it all? It's not exactly essential bed-time reading now, is it.

Available from; Roberta Smith DTP, 190 Falloden Way, Hampstead Garden Suburb, London NW1 6JE. Tel: 0181 4551626 Price: 90p + 50p P&P.

65 %

Digital Utils
Utility compilation

Digital Utils is a collection of four utilities one of which, *Magic Clock,* is the mother of all clock utilities. It's totally configurable down to each hand and time format, and I like its standard analogue view. *Disk Squeeze* is a DMS clone that really uses a host of other utilities to generate a file image of a disk. It uses LZX for the compression which means it gets pretty good results but is a little complex for common use. *Big Brother* is a 'non-system' monitor (basically a hacker's monitor). It just crashed whenever I tried it. Lastly, *Associate* makes icons for any files. You just drop them on its dock icon and tell it whether the file is a sample, picture document or whatever and it'll fetch an icon and plug in the viewer/player into the tooltypes – potentially very useful. Overall a 50% hit rate on this pack but the good stuff is worth it.



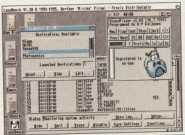
Available from: Pixel Digital PD, Unit 6, Laurel Business Centre, 15 Laurel Road, Liverpool. Tel: 0151 259 4017 Price: £1.00 + 50p P&P.

79 %

LazyBench 1.2
Application launcher

Lazybench is a simple launcher commodity. Once run, a user definable hot-key brings up a list of your favourite applications. A further click will run the selected application, upon which LazyBench automatically vanishes. All it needs is the paths saved to a configuration file which is edited with your choice of text editor. Small, simple and unobtrusive, it's definitely worthwhile if you have no applications launcher at all. This kind of utility is very useful for hard drive owners since actually finding the program you want to run, can take a while.

Here at CU Amiga, we use *ToolsDaemon* but that's a fair bit more complex and you may not like your Workbench menus cluttered with oodles of programs. Just dragging LazyBench into your WBStartup drawer is all that's required and it consumes practically no memory. You will need to know how to use a text editor though since it's a shame that new applications can't be added by dragging and dropping as with *ToolsDaemon*. If you've nothing like it, get it now.



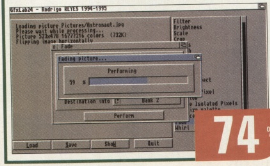
Available from: Exclusive PD, 7 Beresford Close, Waterlooville, Hants PO7 5UN. Tel: 01705 642409 Price: £1.00 + 75p P&P.

86 %

GFXLab-24
Image processor

This French image processor certainly isn't lacking in features. However what is missing includes an on screen preview and a resizable GUI. GFXLab-24's GUI is NTSC size and it won't change for anything. Not that it matters since the main view window is only a text log of each operation performed. On the right is a list view with a selection of processes. As usual it has a convolve function which thoughtfully comes with loads of matrixes but they must each be loaded by hand. Overall, the approach is like a hacker's image processor, with operations that are slower than *Image Studio* (ridiculously so at times). Its internal picture viewer is liable to crash but thankfully you can drop in a third party viewer. *Image Studio* is still a far better option, but this could be useful if you only occasionally use image processing tools

Available from: Pixel Digital PD, Unit 6 Laurel Business Centre, 15 Laurel Road, Liverpool. Tel: 0151 2594017 Price: £1.00 + 50p P&P.



```
GfxLab24 - Rodrigo REYES 1994-1995
Loading picture Pictures/Astronaut.jpg
Please wait while processing...
Picture 523x478 16777216 colors  (732K)
Flipping image horizontally
```

74 %

RAF Fast Jets
Aircraft database

Taking a departure from utilities, RAF Fastjets is an encyclopaedia of various aircraft the RAF has used at some time. Much more than a simple collection of images, there's diagrams, technical specifications and the history of each particular machine. I found the disk quite informative and entertaining having a passing interest in the subject myself. All the files are Powerpacked but luckily the tooltypes of the icons do point to the correct viewers/readers on the disk that understand the format. The collection conveys the author's enthusiasm for the topic and it's easy to access it all from floppy. HD installation however, would be a pain due to the icon tooltypes etc. You could, of course, use your own tools to view the information on the disk. Previously from the CLR licenseware range, this disk and a collection of other aircraft database disks are now available as shareware from SeaSoft. Definitely worth a look if the topic is of interest.

Available from: SeaSoft Computing, Unit 3, Martello Enterprise Centre, Courtwick Lane, Littlehampton, West Sussex BN17 7PA. Tel: 01903-850378 Price: £1.00 + 50p P&P.

85 %

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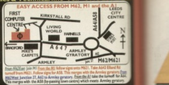

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AMIGA workshop

BUYERS GUIDE 100

Competition in the world of Amiga 3D ray tracing is really hotting up. Find out which is the best 3D graphics system for you in our no-nonsense buyers guide.

OCTAMED 5.04 102

Sample waveforms are pulled and poked at to create some cracking good sounds with *OctaMED*.

IMAGE FX 104

In our final *Image FX* tutorial, Tony Horgan gets into the festive spirit and reveals a host of new tricks and effects.

PAGE STREAM 2.2 106

t's time for compliments. Compliment slips that is, as we continue to build up our *PageStream* stationery set .

DPAINT V 108

Peter Lee tries his hand at some nifty needlework in *DPaint V* as he shows us how to recreate the effect of the ancient craft of embroidery.

WIRED WORLD 110

More of the mystery concerning the wonderful world of the Internet is kindly dispelled for us by our resident Comms expert.

AUDIOMASTER IV 114

Having already detailed November's cover disk *AudioMaster*'s basic set-up we now take a look at the effects that make it so special.

SUBSCRIPTIONS 128

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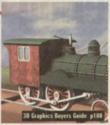
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HOME
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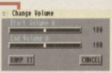

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Regulars

FAQ 121

Creating animations and the problems you encounter are covered for you in this month's common question and answer session.

Q&A MASTERCLASS 122

What are datatypes? They appear every now and then on cover disks and BBSs. What can you use them for? Find out in Masterclass.

Q+A 124

Tony and Mat sit down, once again, to put their thinking caps on as they peruse this month's selection of reader's questions.

BACKCHAT 126

Heated debate and differing opinions are bandied about in the pages which are dedicated to your points of view.

POINTS OF VIEW 130

Windows '95: good for the Amiga? We jest? No. Andy Leaning technical editor of PC Review explains why he thinks the Amiga will benefit from the hype around Windows '95.

Bathroom tiles and Christmas cards star in our final Image FX tutorial. And as we say goodbye to Image FX we say hello to the first tutorial on AudioMaster IV, our November cover disk. Then it's on to embroidery and compliment slips with PageStream and DPaintV. Finally as well as the usual helping of questions and readers letters there's the revelation that Windows '95 is good for the Amiga. Well, Andy Leaning thinks so ...

Buyers Guide

3D Rendering software

Amiga 3D rendering software can produce incredibly lifelike images and animations. Which package is right for you? Take your pick from the main contenders.

3D graphics is one area of the Amiga scene that's really kicking off at the moment. All of the major 3D rendering packages are constantly being upgraded in the race to become the Amiga's top 3D graphics system. While this fierce competition means plenty of hard work for the software developers, it's good news for the rest of us who reap the benefits of the ever more powerful software.

Why would you want to use a 3D rendering package? Apart from the obvious fun element, there are plenty of useful and lucrative uses for the software on these pages. At the lucrative end, there's pots of cash to be made from creating animations and sequences for TV programmes and adverts. All the big action movies make extensive use of *LightWave* and similar systems. CD-ROM games are also plastered with 3D animations and you can always generate sequences and images to spruce up your own computer and video productions. If you want a job in movie special effects, you could do a lot worse than send Steven Spielberg a video CV. Get the idea?

The basics

All of these packages work along similar lines. Objects are created in a 3D environment or with a combination of side, plan and front views and initially viewed as wire frame constructions. At this stage the objects have no surface colour information, so they need to be coloured, or for maximum realism, covered with 'texture maps' which are image files that are wrapped onto the surface of the objects. Once a few light sources have been placed around the scene it's ready to render into full colour 3D. This is sometimes called ray tracing, as rays from the light sources are bounced off the surfaces of the objects and traced around the entire scene to produce realistic highlights, shading and reflections.

Animations are created in the same fashion, but movement paths are defined before the rendering begins. Rendering even the simplest scenes can take a while, so small test renders are commonly used to check that everything is in place before the real rendering begins.

Requirements

A hard drive is essential, along with plenty of RAM. 'Plenty' can be anything from 2Mb to 100Mb or more, depending on the scale of your projects and the software you use. An AGA Amiga is preferable for decent results. Perhaps surprisingly, 256 colour AGA screens are often sharper and more defined than 4096 colour HAM-6 screens (the best output offered by non-AGA Amigas). AGA's HAM-8 mode is the best of the lot and can be indistinguishable from full 24-bit colour.

We've compiled this guide to the prominent Amiga 3D rendering packages to help you decide which is best for you. Take your pick ...

Cinema 4D 2.1

Supplier: HiSoft

Tel: 01525 718 181

Price: £199.95

Cinema 4D is causing quite a buzz at the moment. Reviewed in the November 1995 issue of CU Amiga Magazine, this German developed ray tracer has just received its first translation to English, giving the rest of the world the chance to enjoy the Amiga's most intuitive 3D graphics system.

Cinema 4D manages to offer a wide range of advanced modelling and rendering features without demanding too much from your Amiga. It's possible to use the system in as little as 2Mb of RAM, although serious projects will require more memory. This is partly due to its modular approach and the way it uses separate interlocking programs for various different tasks. Many of its competitors call for four or five times the amount of RAM just to get started! Everything about the system has been designed for quick and easy use, to the degree that simple scenes can be created before you've even looked at the manual. Although it may not have all the advanced features of some of its rivals, *Cinema 4D* is still powerful enough to create some excellent scenes and animations. For anyone new to the world of 3D rendering, *Cinema 4D* is an ideal entry point and should also be considered by more seasoned artists.

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Imagine 3

Supplier: Emerald Creative

Tel: 0181 715 8866

Price: £99.95

A firm favourite among many long-serving Amiga users, Imagine is regarded by many as the best all-rounder, taking into account system requirements, features, speed and results. Its main failing is in its user-friendliness, which doesn't score too highly. However, once you get used to its workings, it can be the fastest way to generate stunning 3D pictures and movies.

Animation is one area in which *Imagine* shines particularly brightly. Features such as morphing and tweening take a lot of the hard work out of setting up movement paths, while the Bones feature allows objects to be joined together and moved as they would in real life. If value for money is a priority, *Imagine* should rank highly on your shopping list, as it offers a heck of a lot for just £99.95 which is a bit of a bargain in the 3D rendering market.

LightWave 4

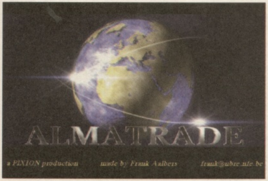
Supplier: Premier Vision

Tel: 0171 721 7050

Price: £816.13

The cinematographer's choice: *LightWave* could be held responsible for getting Amigas installed in countless TV, video and film production studios, particularly in the USA. Its creators NewTek, who should be thanked for turning the world onto the Amiga 1000 its early days, used to sell *LightWave* with their Amiga-based VideoToaster (an NTSC-only video effects system). *LightWave* was later released as standalone software for all Amigas and has now just reached version 3.5.

While it requires a big Amiga to run (stacks of memory and hard drive space) it really does the business. No doubt you've heard of the many big-buck productions that have used *LightWave*: Babylon 5, SeaQuest DSV, Michael Jackson's videos and more. Its animation and modelling features are second to none, and if you have an Amiga that's big enough and fast enough to do it justice, you won't want to use anything else.



Real 3D 3.0

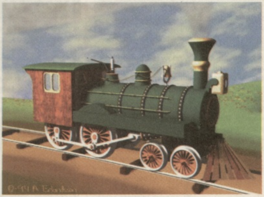
Supplier: Activa International

Tel: 0181 402 5770

Price: £399.95

As the name suggests, realism is the key point here. Although it's not immediately obvious, *Real 3D* works in a slightly different way to most 3D rendering software. *Real 3D* objects are 'solid' models, rather than empty shells made from lots of flat surfaces. *Real 3D* can also render objects with curved edges (referred to as 'B-splines'). Rival systems would have to use many smaller surfaces in conjunction with smoothing algorithms in order to simulate curves.

Bags of other tricks are employed to make *Real 3D* scenes and animations more realistic than the rest. For example, simulations of glass and other see-through materials are accurately created, while there's lots of help in generating living objects including a skeleton 'kinematics' system and shrink-wrap texturing for clothes and skin effects. Hardcore power users can even make use of the in-built programming language. Mainly due to the solid modelling techniques, rendering times can be long and for the same reason general operation speed is low. Wireframe screens can take quite a while to draw when working with complex objects. To use *Real 3D* practically you will need a fast Amiga. We recommend a 68040-based Amiga or better. However, the resulting images and animations are often streets ahead of those of its rivals.



Caligari 24/Broadcast

Supplier: Emerald Creative

Tel: 0181 715 8866

Price: £89.95/£249.99

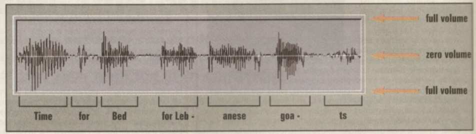
Caligari is available in two editions: *24* and *Broadcast*. Neither version offers full ray traced rendering, opting instead for 'scanline' rendering. The advantage of this is that rendering times are much shorter than with the other packages covered here. The other main selling point of *Caligari* is its user-friendly interface and fast 3D wireframe scene previews. Unfortunately the rest of the Amiga's system is temporarily disabled while running *Caligari* so you can't multi-task it with other programs.

Caligari Broadcast is the big brother of the pair, and offers extra animation tools and 24-bit output (unlike *Caligari 24* strangely). If rendering speed is your top priority, then *Caligari* is well worth a look.

OctaMED 5.04

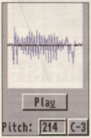
PART 2

Innocent sample waveforms are totally destructed in the name of creative expressionism.



Bend it, stretch it, shape it. There's no end to the amount of fiddling about you can do with a waveform in *OctaMED*. To let you try it out for yourself there's yet another sample on this month's cover disk – TimeForBed in directory CU_121:Samples – so load it in. Even better, add it to your sample list first (see last month).

Click Edit Sample (top-right) to open this month's focus window, the sample editor. The black squiggle in the window is TimeForBed's 'waveform', the sample in picture form. The thrust of the sample editor is manipulating this waveform: move this bit to there, change the volume of that bit and so on. By the time you've finished the sample can be completely mangled! The white line along the waveform's centre marks zero volume; the further a particular point is from this line, the louder the point's volume.



Pitch: 214 C-3

The speech sample we'll be studying is a good example because you can see seven separate bits of speech (distinct squiggles). Try 'marking a range' over each of the bits, see box-out (marking ranges) for a guide, and play them by clicking play (bottom-left). Notice the marker moving across the range as it's played. See the pitch box near the bottom-right? This is why the ranges sound a bit low: the playing pitch is set to C-2. Set the correct pitch (C-3) by holding the left mouse button on the box containing C-2 and pressing I (the C-3 key). Should be better now. Try setting other pitches too, I recommend G#3 but put it back to C-3 when you're done.

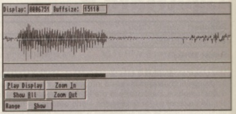
Now it's time to thoroughly mess up the sample: we'll rearrange and remove waveform bits until we have 'goats for bed' instead. Firstly we'll take out the first waveform bit, 'time'. Its exact positions are 0 to 4829, so type these numbers into range start and end (see the marking ranges boxout out). Play the range (play button) – is it time? – then click erase (bottom-middle). Play the newly-edited sample using the keyboard. Next we'll remove 'for Lebanese', the middle two waveform bits. Roughly mark a range over them (by dragging), then referring to the same box-out, adjust the left side (range start) to 6751 and the right side to 18908. It'll take practice but you can always type in the positions if your mouse hand's a bit shaky! Once marked, play the range, click erase and play the new sample.

Range Start: 0 Range End: 4829

Now all you need to do is cut and paste 'goats' to the start. The range start is already at the start of 'goats', so adjust the right side of the range to the far right of the sample (range end should be 15109) and play the range as a check. Click cut (next to erase) to cut 'goats' to the copy buffer. Finally, set both range start and end to 0 using the box-out's ctrl-x technique and click on paste (bottom-right). Play the whole sample; hopefully it's turned into 'goats for bed'.

Zooming in

The more-than-slightly astute among you may have noticed that, as a result of the last pasting, the waveform has been magnified. See the black scroll bar just below the waveform? That shows you which bit of the waveform is being displayed, roughly the left half. Drag the scroll bar (to the right initially) to move around the waveform, or use the left/right arrow keys. On the top row, the buffsize box shows the length (in bytes) of the entire sample, the display box the length of the bit currently displayed.



Display: 0006751 Buffsize: 15118

But how do you magnify and reduce the display? Use zoom in and zoom out (bottom left). Notice the display box value halving with zoom in and doubling with zoom out. Another way of zooming in is by marking a range, then magnifying this range to fill the display by

Marking Ranges

A range is an area of sample waveform highlighted in white. Only one range may be marked at once.

- **Mark a range by dragging the mouse over the waveform while holding the left mouse button.**
- **To adjust the left side of the range (range start), hold the shift key while holding the left mouse button on anywhere to the left of the range. Then move the mouse. Similarly for the right side (range end).**
- **To mark more precisely, zoom in before marking. Alternatively, type exact positions into the range start/end boxes (top-right) – click inside the appropriate box, type a number, press Return. To quickly set a box to zero, press Ctrl-X instead of typing a number.**

clicking show (bottom-left). Click play display (beside zoom in) to play the current display. When you've finished, click Show All (underneath play display) to show the entire sample.

Echoes of my mind

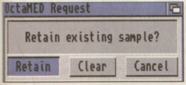
Perhaps at this point you'd like to save the doctored sample. Use any save item in the project menu, although raw's the most compact. AIFF and MAUD are really for Aura 16-bit samples, and 'save sample as' saves as IFF 8SVX which also stores sample loop information (see later) but we haven't set a loop, so ...

Special effects time! We'll make the 'bed' at the end of the sample echo away to nothing. First we have to add extra space after the 'bed' to accommodate the echoes. So extend the sample to, say, 40000 bytes by typing 40000 into buffsize (just like typing into Range start/end – remember to press Return). Clear will wipe the sample out, so click retain in the requester that appears. See the extra space?

Next we mark a range over both the 'bed' and the space by typing in 11044 to 39999. Then open the echo window (effects menu). You'll see there are three settings to Set, although we'll ignore volume decrease. Echo rate is the distance in bytes between each echo; change it from 400 to 4500. Set number of echoes to 5 and finally click Do Echo. Some time later if you have a slow Amiga like mine, *OctaMED*'s number crunching will be complete and you're free to play the newly-echoing instrument after closing the echo window.

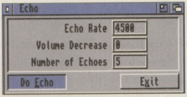
Now, you'll notice that there's a bit of unused extra space at the end. Usually I'd advise selecting Edit Menu -> Remove Unused space, but this removes a little too much "extra Space" this time (i.e. the final echo!). So mark and erase the range 37605 to 39999.

Working with special effects involves a lot of trial-and-error and luckily *OctaMED* provides a 'snapshot' feature to save you grief if those settings you thought were perfect turn out to ruin your creation. So before our next effect (change volume), click >buffer (bottom-middle). This copies the whole sample to the copy buffer for later retrieval.



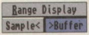
Retain existing sample?

Most effects, including change volume, affect the marked range rather than the whole sample. So to affect the entire sample, you have to mark a range over the entire sample (if you get me). There's a quick way to do this - click range display (above >buffer) now. Next, open the Change Volume window (effects menu) and gaze at its myriad of features. The start and end sliders are the range start and end's percentage volume changes; for example, 50% and 200% would slide the range's volume up from half-volume to double-volume. However, we'll stick to the four easy presets underneath the Change Volume button.

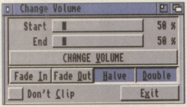


Echo Rate 4500
Volume Decrease 0
Number of Echoes 5

Click the halve preset and play the newly-half-volumed sample. Click double to reverse the change, then click double again. Notice the ugly distortion? You can only change the volume so far before the maximum limits are exceeded (although Don't Clip prevents this). Close the Change Volume window and recall the copy buffer by clicking sample<. ■



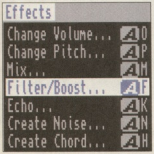
Ed Wiles



Start 50 %
End 50 %

Do Anything Just For Effect? Take Your Pick

• CHANGE PITCH retunes the sample. For example, to play note G-2 when you press the C-2 key, set the source and destination notes to C-2 and G-2 respectively, then click Change Pitch. Raising the pitch shortens the sample and vice-versa.



• MIX mixes the current sample (source) with the copy buffer (destination). The sliders adjust the relative volumes.

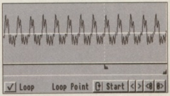
• FILTER/BOOST reduces noise or brightens the range. Averaging controls the strength, Distance controls the number of bytes that will be averaged. Averaging controls the severity of the averaging.

• CREATE NOISE adds hiss to the range, seemingly useless but use your imagination!

• CREATE CHORD creates two to four-note chords out of the sample; just enter the notes and click Create Chord. Saves tracks when you're composing.

Sample Some Of These Editing Tips

- Use monitor and digitize together with a sound sampler to do your sampling. Type the required sample size into buffsize first (maximum 131072 bytes), then click monitor to open a window that shows what's coming through your sampler. Adjust the input signal's volume level until there's no distortion, then close the window and click digitize to start sampling (interrupt with the right mouse button). The sampling rate is controlled by the pitch boxes.
- A 'sample loop' sustains instruments by constantly repeating a certain part of the sample. To set it, switch loop on (bottom-left); two 'loop pointers' appear at either end of the waveform, marking the repeated sample part. Adjust these pointers by dragging their small black triangles across the display, or by using the loop point gadgets. The < > gadgets move one of the pointers left or right (select which one with the Start/End cycle gadget); <0 and 0> search for zero values which can be good loop points.



Alternatively, open the instrument parameters window (see last month) and type exact positions into the repeat and RepLen boxes. Repeat is the loop start position, RepLen the loop length (not the loop end!). Back in the sample editor, remember that zooming in allows really accurate pointer positioning. Any constantly repeating waveform shape in the sample is often a prime target for a loop – the AcGuitar sample on last month's cover disk is a good example.

- Switch **FREEHAND** on (bottom-left) then draw on the waveform with the mouse, just like *DPaint*. It's very exact, though, so you have to be highly zoomed in; the maximum display size is 628 bytes!
- Other range-affecting gadgets should be self-explaining. **REVERSE** is a great one for speech samples and uncovering dodgy hidden messages!

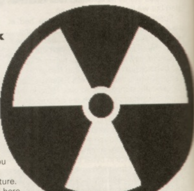
And in the Edit menu:

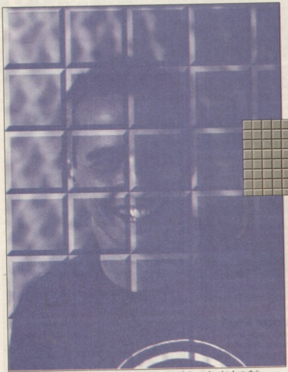
- **INVERT** turns the range upside-down. Find a use for it and I'll be gobsmacked. **CHOP** erases the whole sample except the ranged part (like Audiomaster's Keep).
- **COPY TO SYNTH EDITOR** copies the first 128 ranged bytes to the synthetic sound editor, our tutorial subject in a few months' time.
- **PLAY BUFFER CONTENTS** and **DISCARD COPY BUFFER** act as a memory jogger and a memory saver (clever eh?).

Image FX

PART 6

In this, the last of our Image FX cover disk tutorials, we'll be covering a range of ideas and techniques to inspire you to previously unscaled artistic heights.

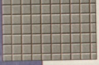




Some people have mirrors on their bedroom ceilings, others have their portraits printed onto their bathroom tiles. On second thoughts, maybe I'll just stick to those tessellating flower patterns.

Have you ever wondered what your bathroom would look like with a picture printed on the wall tiles? No, neither had I until I came up with this effect. It's quite simple to create and the theory can be used to add other textures to any pictures you may have. It works along the lines of the Break the Sound Barrier picture we created last month, using a grey pattern as an alpha channel.

The alpha channel is just a normal picture, created with *DPaint*. It could have been created with *Image FX* but *DPaint* is quicker for simple images like this. To keep things simple, you should set up a palette ranging from black through grey to white. The black parts will make the main image darker, the white parts will make the main image lighter and the middle grey tones will leave the picture as it was. Bearing this in mind you can set about creating your alpha channel picture. For the tile effect used here, set up a grid of around 16 x 16 pixel squares. With grid mode switched on, draw the top and left sides of one square in black with a fairly thick pen size. Now draw the right and bottom sides in white, then fill the middle of the square with grey. Pick up the square as a brush, click the fill icon with the right button to enter the options and select Fill From Brush. Now you can click anywhere on the screen to fill it with tiles. Save this screen out to disk and quit *DPaint*.

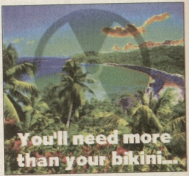


From within *Image FX*, load your main picture into both the main and swop buffers and load the alpha channel using the Alpha button from the main control panel. Select a filled rectangle from the drawing tools, and double click it to access the options. Switch the Mode button to Rub Through, Blend to 50% and Alpha to Use as Texture. Now drag a rectangle from the top left of the screen to the bottom right. The alpha channel will affect the main picture and turn it into a set of bathroom tiles.

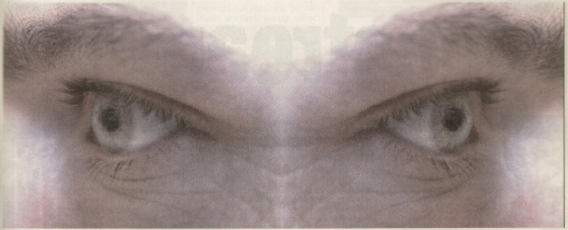
More than your bikini ...

Why not use *Image FX* to further your enviro-political cause? This picture started life as a postcard from the tropics. It was then put through a solarise effect to give the sky and sea an unreal quality. *Image FX* offers a few colour changing options, all available from the Colour button. If none of them seem to fit the bill, try using the Custom selection for interesting results.

The shadow of the radiation symbol was initially drawn in *DPaint* (for the sake of speed as with the tiles in the previous example). This was then loaded



You don't have to smother your images in effects. Sometimes subtle treatment is all that's needed to get the message across.



▲ This haunting image was very simple to create. The original image was a close up of an eye taken with a camcorder and ProGrab 24RT. This was then flipped horizontally and pasted back beside the original.

into *Image FX* along with the postcard picture in the swop buffer. The symbol was cut out and pasted down onto the solarised postcard using a 40% Blend setting. Finally the text was added using the standard text tool.

Merry christmas

How about sending some personalised Christmas cards this year? If you've got a camcorder and a video digitiser, or alternatively a scanner, you can take pride of place on all your friends' mantelpieces over the festive season by slapping your mugshot on all your cards!

The background was made with a combination of effects. First of all a small portion of a picture was cut out, then expanded far beyond its original size using the Smooth scaling mode. This avoids jagged pixelated edges by blurring the edges. Parts of it were then warped with the Wave tool and various other tweaks were made. Finally it was twisted with the Twirl function.

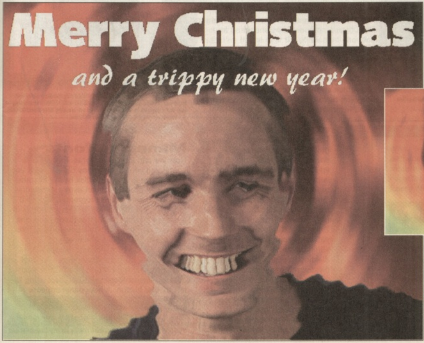
Next up was the foreground mugshot. This was scanned from a colour transparency, cut out from the background and pasted onto the swirly red backdrop, with anti-alias turned on to smooth out the edges.

The wave effect was simply applied using the Wave option from the Effect menu. The text had to be legible, so this was put on after the wave affect using the text tool.

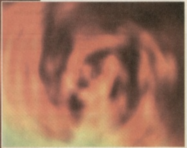
Experiment

To finish off with the greatest tutorial cliché of them all, experimentation is the key with Image FX. Some of the best results are often created by accident and curiosity. Use your imagination and dig deep into the menus, combine multiple effects and generally mess around. It's also fun to take inspiration from the media The chances are, anything you see on a poster, on TV or in a magazine can be recreated with *Image FX* and your Amiga. Send us your best work for inclusion in our Art Gallery section. ■

Tony Horgan



Merry Christmas
and a trippy new year!



That's your lot!

And so we find ourselves at the end of the Image FX tutorial series. I hope you've enjoyed our monthly jaunts into visual trickery as much as I have. See you around.

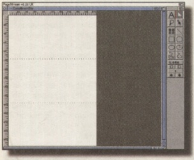
Pagestream 2.2

PART 2

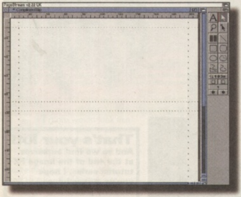
With compliments ... This month we expand your Pagestream stationery set with some compliment slips.

Over the last few months I have had many people writing to me and asking how they can add new fonts to use with *PageStream 2*. Their question and many more will be answered in this month's tutorial showing you how to make a stationery set without really trying.

Last month we looked at several subjects, including creating pages for our stationery set as well as adding guides, those ever so useful non-printing lines which make the placing of elements on a page such a breeze.



▲ Divide an A4 page into three by making use of the Guides function in PageStream.



▲ With the use of guides you can map out the area of the compliment slip you are going to use for your elements.

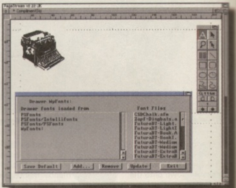
We are now going to take the publishing process a stage further by creating some of the textual elements for your compliment slips. The design of these should be very similar to the one used for the letterhead last month, with only slight changes being necessary so all the elements can fit onto a different shape page.

Most compliments slips are made by splitting an A4 sheet of paper into three horizontal strips (one for each slip). Before you go ahead and create the first compliment slip, you will need to make a note of the margin required at the bottom of the page. This margin is the one dictated to you by the printer (or printer driver) and the area on the page it can print to.

This amount will vary depending on what printer and printer driver you are using. If you can only print to within an inch of the bottom of your page, then the bottom margin on all the compliment slips should be at least one inch while if it is only half an inch, you can use this amount as your minimum bottom margin.

To begin the tutorial, start by loading or creating an A4 page. As with last month and in common with the government's wishes, I am going to continue to work in a metric unit called millimetres. For three compliment slips, the page has to be divided into three horizontal sections. This can be achieved by placing a guide 99mm down the page and another at 198mm. This gives you a visual idea of how the page is to be divided. Zoom into the top half of the page by choosing 'Show Full Width' from the View menu. We can now work on the first compliment slip.

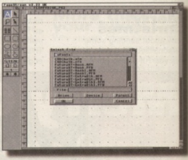
Transfer that bottom margin to your first compliment slip by adding a guide above the first dividing line (one of two that divides the page into three). It's also a good idea to use more guides to mark out your top, left and right margins as well. For continuity with last month's letterhead, import the same picture for your compliment slip.



PSFonts
PSFonts/Intellifonts
PSFonts/PSFonts
MyFonts:

CSDChalk.afm
Zapf-Dingbats.a
FutureBT-Light.
FuturaBT-LightI
FuturaBT-Book.A
FuturaBT-BookI.
FuturaBT-Medium
FuturaBT-Medium
FuturaBT-ExtraB
FuturaBT-ExtraB

▲ Choose the text tool and proceed to add some new fonts using the Font Manager.



▲ This is the PageStream requester for choosing the location of the fonts you want to add. Keep clicking on Drive until the disk containing your fonts appears in the listview. If you are working from a hard drive, the requester you get will probably be different.

Managing fonts

Now we can add some fonts. Place a disk containing your fonts in any disk drive. If you are working on a floppy disk based system, this would probably be an external disk drive so you can leave your program disk in DF0. However, the best place for these fonts is in a drawer on your hard drive if you have one. The name of the disk I'm using for this tutorial is a highly original: 'MyFonts'.

Click on the text tool and choose Fonts/Points from the Style menu. A panel will appear, at the bottom of which is a button called Font Manager. Click on it using the left mouse button. A new panel appears. Click on Add and a requester actually will show itself.

The type of requester will depend on your system. Running *PageStream* from the floppy

Jargon Points

POINTS: Text and other publishing attributes are measured in a unit called points. These are very small (there are around 72 of them to an inch).

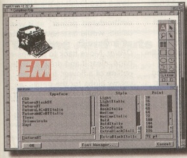
TEXT OBJECT: A piece of text that can be stretched both horizontally and vertically.

TEXT COLUMN: Text that is placed in a frame. Frames can be linked and resized without distorting the text within them.

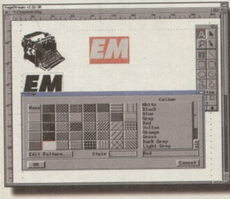
disks you'll probably get the *PageStream* requester. If an ASL.library is present in your Workbench Libs drawer (like it would be if you are using a hard drive), a normal Workbench requester will be used.

Concentrating on those with floppy disk drives, I will presume your *PageStream* disks are the same as mine. If so, the requester will have a button on it called Drive. Click on it and keep on clicking on it until you see the name of the disk containing your fonts in the Text gadget at the top of the panel. Your fonts should also appear in the listview under the disk name. You don't need to choose a file or a specific font to add – just tell *PageStream* the disk name or drawer (plus path) of where the fonts are and it will add the fonts automatically. Providing that is, the fonts are the correct type like PostScript Type 1 for example. If you only want a single font to be added, you would need to place it in a drawer of its own and then choose that drawer.

Those looking at normal Amiga requesters should have no trouble finding their way to where they have stored their fonts they want to add. Click on OK when you have found your new fonts and then to save this configuration for ever and a day, click on the Save Default button on Font Manager's panel. Your fonts should now be ready to use.



▲ Stamp the text tool down on the page and type out some text. This creates a text object. Select the text by pressing Right Amiga-A and then choose Fonts/Points from the Style menu. You are now free to set the attributes for your text.



▲ To create a custom drop shadow, duplicate the text object by pressing Shift Right Amiga-A and then give that text a different colour by selecting both a colour and style from the Object/Fill Style panel.

Text crazy

With your fonts in place, the next step is to cook up some text. To do this, click on the Text tool and then press Ctl-F or choose Fonts/Points from the Style menu. Choose the Font required, the Style and the point size and click OK. Stamp the Text tool down on the page and type out your text. For this exercise, the text should be limited to a few letters or at most a small number of words.

Once the text has been finished, choose the Pointer tool and then grab one of the handles on the text object. If you hold the left mouse button down and drag the pointer (using the mouse of course), you will notice that you can make the text bigger or smaller. Now size the text to suit your compliment slip.

Playing in the shadows

In the example here, where I am placing the text over an image, a custom drop shadow is needed to separate the text from the picture. To do this, make sure the text object is still selected (a clue to this is that its handles will be visible) and choose the Object /Duplicate menu item or press Right Amiga-D. Click OK for one duplicate. Drag the duplicate away from the other text, choose the Text tool and click on the text. Press Right Amiga-A or choose Edit/Select All.

With the text selected, choose Object/Fill Style and click on a colour for your text. This text should now be a different colour to the other text and can be placed over the top or behind the old text to create a shadow. Just make sure the picture is behind both pieces of text.

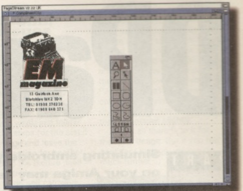
The last bit of text we are going to create is a text column. This is text that is contained in a frame or box. These boxes are called Text Columns in PageStream and are different to Text Objects which we have just flirted with a minute or so ago.

To make a text column, choose the Text Column tool and draw a box underneath the main text heading. Click on the text tool and stamp it down inside the text box. Type out some text such as a name and address for your compliment slip. If the text is in the wrong font and/or the wrong size, select the text by pressing Right Amiga-A (the equivalent of choosing Edit/Select All) and then choose Fonts/ Points from the Style menu. You can now choose some new attributes for your text.

All that's needed now to finish the job is to group the objects, duplicate them twice and place one duplicate on each of the other two compliment slips.

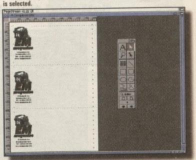
As usual, there is never enough space to cover everything, but you can be sure we'll be back next month with part three and some more hints and tips on working with *PageStream 2*. ■

Larry Hickmott.



13 Gairlock Ave
Bletchley MK2 3DH
TEL: 01908 370230
FAX: 01908 640 371

▲ Use the Text Column tool to draw a box for some text and then type in an address and phone number. The text here is Centre Justified which is set by selecting the Format/Centre menu item while the text is selected.



▲ Drag a net around all the objects to group them and use the Object Duplicate menu item to create two copies. These can then be moved into position on the other compliment slips.

Mail Bag

Since the release of *PageStream 2.2* on the October issue of CU Amiga, I have had quite a number of people writing to me asking for advice. Due to the fact I have so little time these days, I apologise for not having written back with detailed answers to these people but you can be sure that the subjects brought up in these letters will be addressed in CU Amiga's tutorials over the coming months.

DPaint V

PART 2

Simulating embroidery and stone carving on your Amiga may seem far-fetched, but you can bring these ancient skills up to date with hardly a pricked finger or flattened thumb in sight ...

The much anticipated awaited additions to *Deluxe Paint5* aren't as comprehensive as many people were expecting, however, they do expand the program's useful life and offer some nice neat touches to help improve any Amiga artist's techniques.

Over the next few issues we'll be brushing up on any new features which should speed up your artistic endeavours.

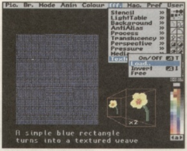
We'll kick off this series with a simple project which produces great results without having to expend too much effort.

New textures

Texture, one of version five's new features, allows you to paint onto a screen which already has a pattern imposed on it. You can't see the pattern until you either paste down a brush, or apply colour with any of the painting tools but it affects everything you do. There are plenty of textures to load in and you can save ones you have created yourself.

The fabrics and canvas effects are the most useful for general purpose work, as they simulate real-life media.

The golden rule is to experiment with them all, judging for yourself which work for you. It was during just such a session that I found a neat way to mimic embroidery stitchwork. Follow this tutorial and you'll soon be a dab hand with a needle and thread, on computer anyway.



A simple blue rectangle
turns into a textured weave

▲ Here's where textures are loaded in DPaintV. Once loaded a texture remains active unless turned off, from the same menu. The blue rectangle on the left shows clearly the pattern underlying it. The expanded view of the flower shows how simple an object can be if it 's going to be painted down onto a texture. The effect, though clever, tends to rob an item of much of its detail – so why draw it anyway?

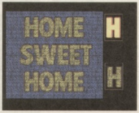
Embroidery

Here's how it is done ...

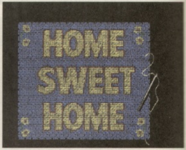
Use lo-res, 256 colour mode, and from the effects menu, select texture/load and load in canvas-small. Use the filled rectangle tool with a mid-range blue and draw out a rectangle. You will see the texture applied to the colour – a kind of rough weave.

Switch to the spare page (key j), and select a large font (anything around 60 or 70 point) from the font requester. Type in your text in a bright colour. Now clip out the text as a brush and outline it in red. To do this, select red as the drawing colour once you have the text as a brush and press the 'o' key twice. This will produce a nice edging effect on the letter 's' and will make it look as if the words have been carefully hand-stitched. Cut out the text as a brush.

Go back to the main drawing screen (j again) and paint down your brush. The bright colour you chose will dim as it is painted, one of the effect's the minor drawbacks, but you should see it texturise and it will appear as if it has been sewn onto the blue backing. Note how the red edges give a nice finish to the effect.



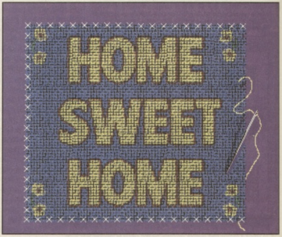
▲ Simple yellow text, edged with a red outline gives all the appearance of hand-embroidered stitching when placed on the textured back ground



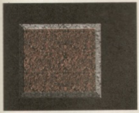
▲ The flower has been added eight times; it's the same brush, but flipped and rotated to make it appear different every time. The needle is a simple grey line and the thread a freehand yellow swirl.

Often you find this kind of embroidered 'primer', as it was called, would also have delicate ornamentation; that's a doddle in *DPaint*. Move back to the spare page, clear it and draw a rough outline of a flower, five round yellow blobs for the petals, an orange blob for the centre and a thin green stem will do.

The reason for this carelessness is because once the flower has been cut as a brush and painted onto the fabric, the



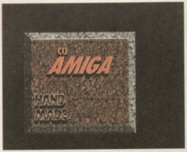
▲ For the final touch we'll do a spot of cross-stitching, which is simple to thanks to the power of DPaint's line function. One brush, such as this 'x' c an be drawn automatically along a straight line as many times as you like.



▲ Believe it or not, this terrific carved marble effect was created using a paper texture and a variety of colours for the marble.

texture degrades it and makes a nonsense of any fancy detail you might have used under normal circumstances. Once you have your flower, paste it down as many times as you like on the embroidery. Flip it occasionally with the x and y keys to give different looks to the same object.

The final touch roughens up the edges of the blue material, giving it a frayed and realistic look. You could achieve this effect manually with a freehand brush, but try the automatic way first if you want to save time and hassle: call up the line spacing requester (right click on the line tool), and click on N total, and type 20 in the total box. Using the second smallest brush with the background colour chosen as paint colour, draw out a line along each edge. The brush will be painted just 20 times throughout the length of the line, giving the blue fabric a ragged appearance.



▲ Here's two example of what you can do with text: drop shadow for the red text and a simple outline for the white.

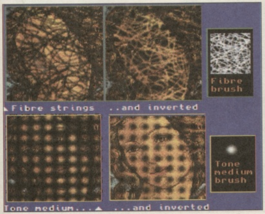
Finally, the white cross-stitching was added by drawing one x-shaped brush, and using the same line drawing technique, with N total equalling 20.

The sewing needle and thread is an optional extra, made up of a grey line for the steel and a freehand line for the thread.

The Ins And Outs of Effects

The basis of any texture is a brush. You can load any item from the textures directory as a brush and examine it to see how it was constructed, and which colours were used to add light and dark areas to the image overlaid on it. If you're not happy with a particular texture, or want something more personalised you can create your own, save it as a brush and load it in via the normal texture/load option.

Another useful tip is to check out the inverse texture effect; this switches the image and background of a texture and in our example you can see how different your artwork can look. The textures with plenty of black in them are particularly striking, in effect doubling the number of 'looks' you can give an image.



▲ Double the fun: each texture can be inverted, making image effects even more interesting. Here two textures are inverted, showing the difference imposed on the same image.

Global issues

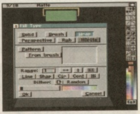
Our second tutorial takes us further into the workings of *DPaint5*, again using texture in a novel way and incorporating a really great piece of miniature animation. If you want, just follow the steps for the static image and leave the animation for another day; the picture itself is striking, though pretty easy to do and can work alone without the movement.

The effect resembles a marble plaque, lit from above. In the past, creating a surface such as stone required a lot of patience and some skill.

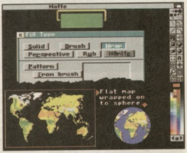
However, *DPaint* simplifies this a great deal. To create the marble effect, load in paper-rough as the texture, and with brown as the painting colour draw a rectangle on screen. Watch in amazement as the underlying texture creates a realistic marble effect. Forget rough paper – this is realistic stone work.

The highlighted bevelled edges, which give the block substance, are done in the same way, but using light and dark greys and the freehand filled polygon tool. Use light greys for the top and right edges, darker ones for the bottom and left. The text has been anti-aliased (select High from the effects/anti-alias menu before typing) to smooth the jagged edges in this low resolution mode, and a drop shadow effect added by initially painting the red text down as black (Press F2 with black as the drawing colour) then painting down as its original colour (key F1), offsetting the two images slightly.

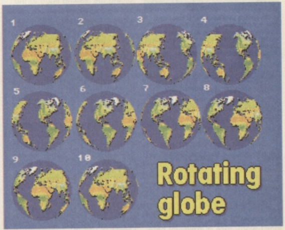
That's all there is to it for the main image. But if you feel confident enough, we can go much further ...



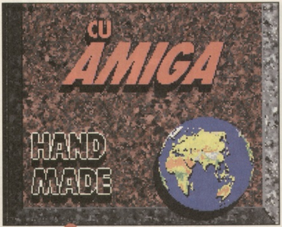
▲ To get our animated globe spinning, we have to use the wrap fill option, shown here, in the fill requester.

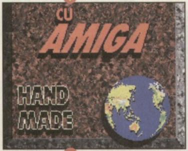


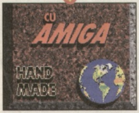
▲ Here you can see how a flat image, a frame from the moving world animation, wraps itself around a circle to give a truly realistic 3D spherical effect.



▲ Just for interest, here are the 10 cells from the globe animbrush in sequence, showing how DPaint has mapped each one in turn on successive circles in a new animation.







▲ **The spinning globe animation has been pasted down and these three frames show how the world revolves in the marble setting. Note the black drop shadow under the globe, added to the original marble image, then copied to the 10 frames using the animation/copy/all frames command.**

The globe at bottom right of the picture in the bottom right-hand corner actually revolves, showing the continents spinning realistically. Here's how to achieve this superb effect which can be used in many ways to suit your needs.

All the world

The map image was really handy, it's one supplied with *DPaint*! Having saved your plaque, load in the map from the *DPaintV*/ Pictures directory. It fills almost the whole of a PAL screen, but don't worry, size is irrelevant here (ho, ho).

We need to animate the image now, but not in the normal, boring way; we're going to use *DPaintV*'s special camera move option. This is a useful addition to the normal animation techniques, but doesn't replace them. Go to the spare page (key j) and make sure it's clear. Call up the camera move option from the animation menu. We intend making the flat map scroll horizontally across screen and this is simply achieved. In the X distance box, type in 320 (the width in pixels of the screen mode, incidentally). Click the wrap box to activate it with a tick – this will render the image as a continuous stream, joining the leading edge to the trailing edge as it's drawn. Select 10 as the number of frames, and click on new, and off *DPaint* goes, creating a 10 frame sequence of the scrolling map from the alternate page.

Cut out the sequence as a 15-cell animbrush (animation/animbrush/pickup) and save it. Clear the animation sequence (right click on the clear tool, and select all frames).

Using the filled circle tool, draw a blue circle in the middle of the frame 1 of the blank animation, around 4cm in diameter. From the animation/frames menu, copy this frame to all frames.

Call up the fill requester (right click on the fill tool) and select wrap as the fill type. This tells DPaint to use the current brush as the fill object and to constrain the image to fit the shape being filled; in our case this is the circle, and by contorting the flat map image projection in this way it will be re-instated to look like a 3D sphere.

Anim painting

With the animbrush of the scrolling map active, click on the fill tool and, holding the Alt key down, click inside the filled circle on frame 1; this will do two vital things: fill the circle with cell 1 of the animbrush, then move on to the next frames in turn and use subsequent cells to fill the circles on each frame throughout the animation. This is called anim painting, and saves a lot of time and effort.

Playing back the animation now reveals a fine spinning globe. Cut this out as an animbrush, save it, and re-load your original plaque image. You will have to adapt the globe palette to that of the plaque, so from the colour/brush menu select remap.

Create the core of the animation by creating a 10 frame sequence based on this single image.

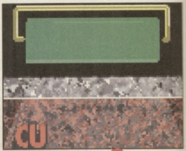
To have *DPaint* automatically place the whirling globe on screen, position the animbrush globe where you want and right click the mouse button, then immediately click on undo.

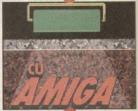
Call up the animation/move requester and clear all values - we want the globe to stay exactly where we placed it. Ensure the frame count says 10, then click on draw.

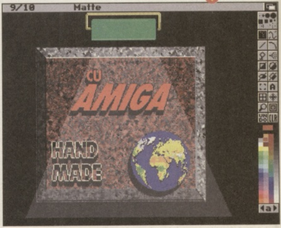
The program cleverly paints down each animbrush cell of the spinning globe in sequence throughout the animation, so that when you play it back is revolves as before, only this time it's part of a much more sophisticated image.

The finishing touch, an illuminated section, is done with a light-beam shaped filled white polygon painted on each frame with translucency set to 60%. The lamp holder I leave to your own design, mine's simply a green rectangular reading room light held by brass brackets. ■

Peter Lee







▲ **Throwing a little light on the subject ... the image has not been darkened; the light is created by pasting a white beam-shaped polygon onto each frame of the animation, with translucency set at 60%.**

Surf's up!

Our undercover reporter on the 'Net is here with tales of a new comms book, Term update, BeBox's latest developments and ARexx stirrings in the Spot Fidonet.

Net God speaks

Amiga 1200s have been on sale for a little while now, however, Amiga Technologies haven't seen fit to supply them with any form of comms software, not even Term. This makes me worry that a new wave of Amiga owners are starting to trickle in who won't see the value of having a modem. What with monitors, extra RAM and hard drives to consider, the modem won't seem like an essential purchase at all. So it's up to us to make sure that they know just how groovy that little box of flashing lights really is. We've got to stress how can they can surf the world's Amiga resources at will on the Internet and pick up lots of invaluable software for next to nothing. They need a friendly helping hand into the wired world. So when you meet a new Amiga owner, let your first statement be: "Have you got a modem yet?" Let's hope AT address this major shortcoming in the A1200 pack soon. Then again, you never know, maybe someone could program their own comms software from this month's Amiga E cover disk and that would solve all our worries.

News

Connecting your Amiga book

'Connect your Amiga!' is an excellent comms book written by Dale Larson of former Commodore fame and the author of the Envoy networking software. Having been edited for UK relevant material, it's been released in the UK by Fourth Level Development for £11.99. Subjects covered included local networking to full Internet software usage and technicalities. Contact Fourth Level on 0117 984 04455 for more information.

CU Amiga file echos

After being bombarded by requests for more information from Amiga BBS SysOps around the UK, we've decided to implement two PD 'file-echos'. All the PD, except Licenseware, reviewed in CU Amiga Magazine will be 'hatched' into two Fidonet domain file-echos called 'CU-PD_UTILS' and 'CU-PD_SCENE'. These will then be passed to London BBSes who are free to pass them on further afield. Most of the PD reviewed can then be obtained from special file areas set-up on participating BBSes. We'll list them each month if we can. Watch out for the Fidonet AMIGA_MAGS echo for details of the current BBSes involved.

BeBox Invasion

Anyone browsing the comp.sys.amiga.misc newsgroup or hanging out in the #Amiga IRC channel, couldn't fail to notice talk of a new computer platform. The strangely named BeBox machine sports an amazing hardware specification at a low price which prompted many Amiga users to ask why Amiga Technologies couldn't emulate the formula. This speculation was later followed by rumours that Amiga Technologies were 'talking' to Be Inc. about running AmigaOS on the hardware. Since the Amiga has the software base but the BeBox has the hardware we've been screaming for, it has inspired great hope that something will become of it. Interestingly, the boss of Be Inc. was heard to shout in a PowerPC newsgroup that the BeBox wasn't a Macintosh clone but rather an Amiga '96.

Aminet flooded with 'Spot' scripts

One long time Fidonetter and Backyard BBS Sysop, Anthony Brice, has finally got himself Internet access. Discovering the #Amiga channel 'Bot, Mama, he's seen fit to upload his entire collection of *ARexx* scripts for the 'Spot' Fidonet technology mail browser via Mama's helpful Aminet upload function. These scripts range in quality from excellent to bizarre and can all be found in the Aminet comm/fido directory.

Term 4.5 released

The famous long standing and much updated PD terminal software *Term*, has been updated again by the German author, Olaf Barthel. Featuring oodles of bug-fixes and minor enhancements, some other areas have had a serious revamp such as the phonebook section of the package. *Term 4.5* comes in several archives that reside in the comm/term directory of the Aminet including one optimised for the 68030 CPU. *Term* is a large package and really needs an A1200 minimum to run happily. All the file names start simply with 'term'. Internet users can also obtain Term 4.5 from the Darkside BBS on 0181 7719100 and Backyard on 0181 4242065. ■

Mailing list mix-up

In the October Surf's Up page, we printed details of the CU Amiga mailing lists. Response has been positive with many readers subscribing, however, we printed the wrong name for one of the lists ('cu-list' instead of 'cu-amiga'). So here are the entire details again. To join the CU Amiga Magazine mailing lists, send an E-mail to
emailurl@cu-amiga.demon.co.uk.
In the body of the message include either of the following lines;
SUBSCRIBE cu-announce <E-Mail address> or
SUBSCRIBE cu-amiga <E-Mail address>
Note that the '<' and the '>' are not to be typed in. They are included to indicate that the E-Mail address is optional. If it is not included, the address of your current mail will be used to subscribe to the list. Again the first list, cu-announce, is a low noise one-way list which has such things as our new contents page periodically posted to it. The second list is a discussion list where readers can get involved directly and talk to the staff at CU Amiga Magazine. E-mails to go onto the 'cu-amiga' list should be send to cu-list@cu-amiga.demon.co.uk.

Wired World

PART 5

There's lots of interesting oddities to be had from the internet. Here's a selection to choose from ...

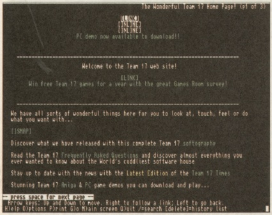
Alynx - text only web browser

In Wired World part III, we looked at setting up the AMosaic graphical World Wide Web browser. One of the criticisms laid at the feet of the WWW is that downloading all the pictures can be a slow process. There is, however, a little known browser that solves this problem by ignoring the graphics altogether. Known as *ALynx*, the Amiga version is a Unix port and runs entirely from the CLI with a text only output.

To get a copy of *Alynx*, drop into your local Aminet FTP mirror site like, 'sunsite.doc.ic.ac.uk' for example and once in the Aminet route directory, FTP 'comm/net/ALynx.lha'. Unfortunately there isn't a custom installer but thankfully it's relatively easy to set up and comes with comprehensive documentation. Extract the archive to somewhere on your hard drive. A small DOS script to launch *ALynx* is now needed. Type the following into your text editor:

```
SetENV CURSESTYPE SCREEN
SetENV HOME USR:Mat CD
{Path to ALynx} Run <>NIL:
ALynx
```

The first line tells *ALynx* that we want it to run on its own screen rather than in a Shell window. The second will need the 'Mat' replaced by your user name. Eg: If you are fred@bloggs.demon.co.uk then put USR:fred. The next line will need {Path the ALynx} replaced with the full path of where you extracted *ALynx* to on your hard drive. Eg:



```
                                         The Wonderful Team 17 Home Page! (p1 of 3)

                               [LINK]
                              [INLINE]
                              [INLINE]
                    PC demo now available to download!!

      ------------------------------------------------------------------

                     Welcome to the Team 17 web site!

                               [LINK]
         Win free Team 17 games for a year with the great Games Room survey!

      ------------------------------------------------------------------

  We have all sorts of wonderful things here for you to look at, touch, feel or do
  what you want with...

  [ISMAP]

  Discover what we have released with this complete Team 17 softography

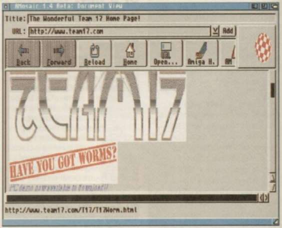
  Read the Team 17 Frequently Asked Questions and discover almost everything you
  ever wanted to know about the World's cuddliest software house

  Stay up to date with the news with the Latest Edition of the Team 17 Times

  Stunning Team 17 Amiga & PC game demos you can download and play...

-- press space for next page --
  Arrow keys: Up and Down to move. Right to follow a link; Left to go back.
 H)elp O)ptions P)rint G)o M)ain screen Q)uit /=search [delete]=history list
```

▲ **Not as pretty as AMosaic, Alynx is, however, very fast indeed and may be just the shot for browsing the WWW while keeping the phone bill down to a minimum.**



AMosaic 1.4 Beta: Document View
Add
Back
Forward
Reload
Home
Open...
Amiga H.
AM
HAVE YOU GOT WORMS?
PC demo now available to download!!

Title: The Wonderful Team 17 Home Page!

URL: http://www.team17.com

http://www.team17.com/T17/T17Worm.html

▲ **Downloading large pictures tagged onto web pages like this can be an unnecessary hassle if all you want is some simple information.**

HD1:Comms/ALynx. Save this script as **AmiTCP:bin/ALynx** and then enter **'Protect AmiTCP:Bin /ALynx flags rweds'**.

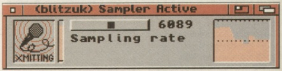
The next order of business is the ALynx.cfg file. To set it up correctly, load ALynx.cfg into your text editor and read through the comprehensive commenting present in the file. Two lines need to be present (overwriting the examples);

```
MAILCOMMAND:SendMail -f
$USER < DOWNLOADDIR:{Path
to ALynx}
```

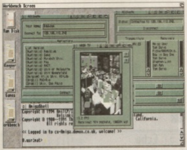
Again {Path to ALynx}needs to be the full path to the location of *ALynx* on your hard drive.

Note that there is no space between the ':' and the path. Also ':' or '/' must be present as the last character. Eg: **'DOWNLOADDIR: HD1:Comms/ALynx/'**

With luck, you should just need to link up and enter 'ALynx' in the shell. *ALynx* should arrive on its own screen with green text on a black background. Type 'G' for go to page and enter a WWW address. *ALynx* should oblige. If not, read the AmigaGuide documentation that comes with the package. *ALynx* handles the more complex functions such as Forms with relative ease and isn't prone to crashing in the same way as AMosaic. Its non-reliance on MUI is also regarded as a positive point by many users. Lastly, the in-line data such as pictures and sound can be sent to applications to view and listen to the data. Given a bit of work with the ALynx.cfg file,



▲ **AmiPhone's discrete GUI doesn't show off its impressive ability to function as an Internet telephone.**



<< Logged in to cu-Amiga.demon.co.uk, welcome! >>

▲ Even though ACUSeeMe is receive only, it still allows dropping in to such interesting places such as this NASA computer room to see how untidy they are in the American space institution.

viewers could be made to open on the *ALynx* screen to provide pretty much the ideal turbo WWW browser.

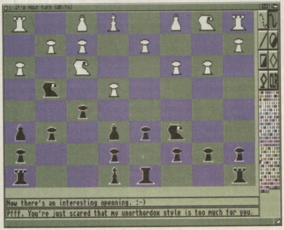
AmiPhone -
internet telephone

Also residing in the comm/net directory of the Aminet is a brand new program called *AmiPhone*. The full path is **`‘comm/net/AmiPhone 0.5B.lha’`** and first of all you'll need to FTP this to get started.

AmiPhone is a program that simulates a telephone conversation over an Internet connection. The main advantage to this is that you can talk to any other *AmiPhone* user on the Internet for the cost of a local call to your Internet service provider. The disadvantage is that audio requires a constant relatively fast rate and that's difficult to achieve across the Internet. However, if you have some friends on the same provider, it may just be practical and if not, it's entertaining at any rate. You need a standard parallel port sound sampler to be able to send but anyone can receive.
The archive contains an installer, so it's best to extract the archive to a temporary location, run the installer and then delete the installer data. The Installer does all the work for you by inserting lines in a few of your *AmiTCP* config files. When it's finished, you'll need to re-start *AmiTCP* to get it working. You'll need the address of another *AmiPhone* user before starting.

Link up and enter 'AmiPhone' in the Shell. Select TCP/Connect from the menu and enter the address of the other AmiPhone user. All being well, super compressed ADPCM audio should be transferred via the net and you should hear each other if you both have sound samplers. Because of the high CPU load needed for both the sound sampling and the extensive audio compression routines, *AmiPhone* works best on machines with faster CPUs.

An A1200 with fast RAM is about the minimum system requirement. Lowering the sample rate and using the 'push to talk' function will help lower its CPU needs and bandwidth usage. If someone calls your system, a requester will appears asking you if you want to connect etc. Wonderful stuff, have a go with a friend today.



Now there's an interesting openning. :-)
Pfff. You're just scared that my unorthordox style is too much for you.

▲ Chess via AmiSlate can be played by any two people connected to the Internet in the world. It doesn't improve Black's game though.

SOCKETCONFIG Error

Last month's tutorial on the Internet Relay Chat or IRC helped many users get onto the #Amiga channel. Most of which used the AmIRC client mainly due to one point unfortunately omitted from last months Wired World. The socket.library, required to enable the GrapeVine IRC client to function with AmiTCP, needs a tiny one line config file. This resides in ENV: and an example of which is:

```
UID=200 GID=200 USER=mat DOMAIN=cu-
Amiga.demon.co.uk UMASK=0
```

Enter this line in your text editor making sure to change the user and domain values to your own. Then save as SOCKETCONFIG in the ENV: and ENVARC: assigns. Your socket.library should now function correctly and Grapevine should work as stated. Apologies for the oversight.

ACUSeeMe -
internet videophone

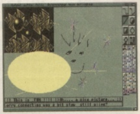
Fancy a video phone on your Amiga? How about *ACUSeeMe*? Once again on the Aminet, its full path is **`comm/tcp/ acuseeme2_02.lha`**. It has a basic installer which just copies the relevant CPU version to its final resting place complete with a phone book of *CUSeeMe* sites known as reflectors. No extra configuration is required. *CUSeeMe* can receive video as well as audio but unfortunately this Amiga version doesn't support sending as yet.

However there are plenty of interesting sites in the phone book to look up. Everything from universities around the world to the control room at NASA. You can drop in and get an animation in a window complete with sound. The frames per second value is displayed as the video phone functions. It's very heavy on bandwidth so if your link is slow, it won't work well. It also needs to run on a Workbench with 256 colours. It also requires MUI to be installed before you can run it.

AmiSlate -
remote paint package

Written by the same author as the new *AmiPhone*, *AmiSlate* is an absolutely wonderful concept. It allows collective co-operation in a simple paint package via two clients running on machines connected over the Internet. Once again on the Aminet, it can be found using the path:'comm/tcp/ AmiSlate1.3.lha'.

Like *AmiPhone*, it has an excellent installer that not only copies the files to the final resting place but also does the hard work of making some changes in a few of *AmiTCP*'s config files.



▲ Co-operative painting via AmiSlate. Good for a fool around but you can also use if for serious applications as well.

It's possible to use *AmiSlate* without connecting to another *AmiSlate* over the Internet so you can try this first. Open it as a window on the Workbench or a fresh screen, to get the available pallete and some painting tools. If you want to connect to another machine select the tcp/connect menu and enter the address of another machine with *AmiSlate* installed. That other machine will have a requester appear, announcing the *AmiSlate* call in much the same was as *AmiPhone*. Once connected, both users can paint on the same picture and type in small chat boxes at the bottom of the screen.

AmiSlate's comprehensive *Arexx* port is definitely its best feature. With this it's possible to design a multitude of toys, games and applications that two connected *AmiSlates* can engage in over the Internet.

A variety of example *Arexx* scripts are provided including *Chess* and *TicTacToe*. Armed with some knowledge of *Arexx* and a print out of the *AmiSlate* documentation, it would be possible to create your own scripts that could be run on both connected *AmiSlates*. Definitely worth having a look at. The uses need not only be novelty based but also serious applications. Here's hoping that plenty of excellent *AmiSlate* scripts appear on the Aminet before too long. ■

Mat Bettinson

Sound Lab

Audio Master 1V

PART 1

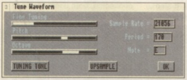
AudioMaster IV's excellent effects and editing features come under the spotlight this month, along with a look at the sequencer mode.

Last month we looked at the basic operating functions of *AudioMaster IV* our cover disk from the November issue. However, over the coming tutorials we'll be concentrating its more specialist editing options that make it stand out from the crowd. This month we'll concentrate on the the effects menu.
To begin, load *AudioMaster* and then load in a sample. If you bought the CD edition of CU Amiga last month you'll find plenty to choose from in the samples directory.

Many of the following effects will be most evident when used on longer samples that contain a range of different frequencies, such as drum and rhythm loops.

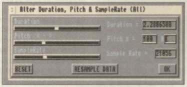
Tune waveform

Tune Waveform alters the default playback speed and pitch of the sample. When you save the sound as an IFF 8SVX sample (the Amiga's standard sample format) these settings are embedded into the file. The pitch can be defined in one of three ways: sample rate, period or note. The upsample button compresses the sample so that it plays twice as fast and uses half the original amount of memory.


Tune Waveform
Sample Rate = 21056
Period = 170
Note = E

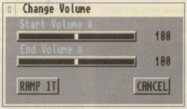
Duration/pitch

This is the timestretch and pitch shift section which lets you change the pitch without altering the length of the sample or the length without the pitch. This is thanks to some clever maths that inserts or removes lots of tiny portions of the sample. It's especially useful if you have a melodic sample loop that needs to fit into a song that's tuned differently to the loop. You could first get the tuning to match with the previous menu option and then alter its length by entering its duration in seconds right down to seven decimal places. Now that's precise! Taken to extremes it can also be used for special effects. Sample rate, pitch and duration can all be set independently, either from the sliders or the value boxes. Click the resample data button to go ahead with the change.


Alter Duration, Pitch & SampleRate (All)
Duration = 2.2886508
Pitch % = 100 E
Sample Rate = 21056

Change volume

You can change the volume of either the whole sample or just a part of it. Select the required area as a range, and then adjust the start volume and end volume sliders. For a blanket volume change across the whole range, make sure that both sliders are set identically. For a smooth fade set them at different levels. Click the 'ramp it' button when you're happy with the settings.

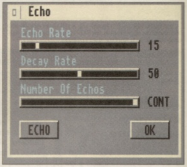

Change Volume
Start Volume % 100
End Volume % 100

Backwards

Either the range or the copy buffer can be reversed with the backwards option. Select either range or copy buffer to decide which.

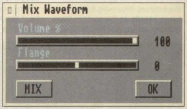
Echo

Echoes can be added to the ranged area with this option. There are three parameters that can be set: echo rate, decay rate and number of echoes. Echo rate governs the time delay between each echo – smaller values lead to more closely packed echoes. Decay rate refers to the speed at which the echoes fade away, with lower values leading to longer decay times. Number of echoes lets you specify a maximum number of echoes. This is initially set to an infinite amount, although this is limited by the amount of 'workspace' you currently have.


Echo
Echo Rate 15
Decay Rate 50
Number Of Echos CONT

Mix/flange

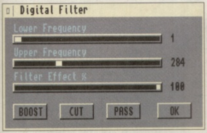
The contents of the copy buffer can be mixed with the currently edited sample using this option. This is useful for combining instrument samples to make richer sounds. For example, a piano note could be mixed with a synthesiser sound and saved out as a single instrument. Rhythm loops can also be combined to save memory and to free up one of the audio channels. Try using the alter pitch functions to get two rhythm loops to exactly the same length and then combine the using the mix option.


Mix Waveform
Volume % 100
Flange 0

The second part of this feature is the flange setting. This offsets the copy buffer from the sample being edited by the amount controlled by the slider. In other words, one sample is stretched or compressed as it is mixed. When the copy buffer and the sample in the edit window are identical, adjusting the flange setting and mixing the two leads to a phasing effect that's most notable on sounds with a lot of high frequency content. If you want the phase to move 'up' rather than 'down', first reverse the sample, copy it, flange it and then reverse it back again.

Digital filter

One of *AudioMaster*'s most powerful features is its filtering section. It looks a bit confusing at first but it's quite simple to use once you understand the principals behind it. The top 2 sliders are used to set a range of frequencies, specified in KHz. Logically enough the upper frequency cannot be set to a lesser value than the lower frequency.



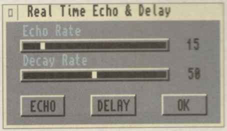
Lower Frequency 1
Upper Frequency 284
Filter Effect % 100

Now onto those buttons.

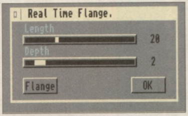
Boost will boost the frequencies between the sliders. Cut will remove the frequencies between the sliders. Pass will allow only the frequencies between the sliders to pass through the filter, removing everything above and below the selected frequency range. The Filter Effect slider controls the amount of cut or boost applied by the filter. If for example you wanted to remove all of the bass frequencies from a sample, you would set the Lower Frequency to one and the upper frequency to 184 or thereabouts and then click on Cut. Experiment with some samples that contain a range of frequencies and you'll soon get the hang of it. Once you do you'll find it an incredibly useful tool for cleaning up and enhancing your samples.

Realtime effects

AudioMaster can also be used as a realtime effects processor. You'll need a sampler cartridge to use these features, as they work by altering the sound coming in through the cartridge then playing the results out through the audio ports. Try plugging in a microphone (via the microphone socket of a hi-fi and then into your sampler if necessary) or just use a normal cassette or CD sound source.

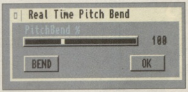


Echo Rate 15
Decay Rate 50



Length 20
Depth 2

The echo is self explanatory. There are two sliders that can be used to change the effect. Echo rate sets the time delay between each echo, while Decay rate defines the speed at which the echoes fade away. The two buttons lead to slightly different results. Echo will generate an almost endless string of echoes with the right settings, while Delay simple adds a single echo.



PitchBend % 100

Flange puts a phasing effect on the incoming sound. Try playing percussion or drum tracks through it for interesting results. By altering the length and depth settings to maximum you can create a long smooth phase slide.

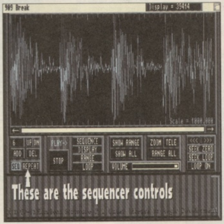
Finally there's pitchbend, which changes the pitch up or down according to the slider setting. Set this to minimum for deep booming sounds, or maximum for squeaky results. ■

Tony Horgan

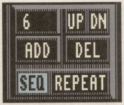
Loop Sequencer

The best way to make music with your *AudioMaster* samples is to load them into tracker or dedicated sequencing software, but *AudioMaster* also comes with its own sequencing functions which can be handy at times.

The sequencer controls are arranged in a cluster on the left of the control panel. You can also create sequences using the SEQ menu options. The SEQ button switches sequence mode on and off. Sequences are created by setting up a series of loops within a single sample. These loops are then played back to form a longer piece of music. There's an example sequence file on the AudioMaster disk called BackToBasics, which you'll find in the Examples drawer. This one plays back at 10KHz, so the sound quality isn't that hot but it's a good demonstration of the sequence functions.



To make your own, load in a fairly long sample (a rhythm loop or something similar will do) and click on the SEQ button. Move the loop markers by dragging their handles with the mouse. Drop them to form a loop somewhere between the peaks in the sample wave. Click on the Add button to add another loop. If you want this section to be played again straight away, leave the loop markers where they are and click the Add button once more. Continue this process until you want to add a different loop. You'll notice the number changing in the box on the far left. This is the number of the current loop, and can be changed by clicking the Up and Dn buttons. To hear the sequence at any time click the Sequence button.



Sections of the sequence can be deleted with the DEL button. There's also a feature that automatically fades out the last part of the sequence. Select Set Fade Start from the Seq menu and enter the number of the sequence position from which you want the fade out to start. When you play the sequence you'll notice the volume fades smoothly from this section to the end. The repeat button makes the sequence loop over until you press stop. Sequences can be saved out using the Save —> Waveform option from the Project menu. If you are still in sequence mode, the sample and sequence data will be saved out as one file.

Did You Miss Out?

***AudioMaster IV* was given away free with the November 199 issue of CU Amiga Magazine. If you missed out you may still be able to get hold of it from our back issues department. Call them on 01858 468 888 now, as stocks are limited.**

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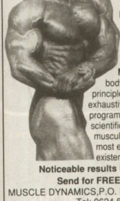

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PC REVIEW

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Frequently asked questions

Lights, camera, action! Everything you needed to know about animation on the Amiga is here, frame by frame.

■ **Q. How do I prevent running out of memory when creating animations on my Amiga with Deluxe Paint?**

■ **A.** First of all, keep the total number of colours in your animation to a minimum. If you can, keep to 16 or less. If you are dealing with images with lots of colours, ie ray traced or digitised, use HAM mode as dithering (using special pixel patterns to give the illusion of more colours) uses up memory.

Secondly, use the lowest resolution screen mode you can get away with. With HAM mode it is surprising how good low resolution PAL appears. If you are going to record your animation, use a video overscan mode. Interlaced modes record well to tape but doubles the amount of memory actually required.

Secondly, buy more memory. If you have an A1200, you should fill your trapdoor with as much RAM as possible: a total of 6Mb is a minimum useful amount. Also, keep movement to a minimum. Remember that it is the difference between successive frames that will be stored: two identical frames one after the other will only need enough memory for the first frame, the second will be 'free'.

Finally, if using a paint program for creating your animation, remember that the Amiga will also need to keep the paint program itself in memory

■ **Q. Can I render animations with Imagine or Real3D?**

■ **A.** Yes, both these programs and all other 3D rendering packages allow animations to be made automatically. Once you build your objects you can control their movements in the 3D 'space' and decide how an imaginary camera can track their movements.

The rendering software will then either generate a series of still frames or create a single Anim file. Some software, like *Read3D v3*, will allow objects to 'collide' and can alter movements according to the laws of physics.

■ **Q. How can I make an animation of digitised images?**

■ **A.** Animations of 'real' video (people or television for example) is difficult, as a single frame of colour TV can consume about 1Mb of memory. Only storing the differences between successive frames doesn't work very well with video either but that's not to say it isn't possible.

You will need extra hardware and the cheapest is probably the VideoMaster from HiSoft, (tel: 01525 718 181, price: £69.95) which will grab low resolution monochrome video and sound simultaneously. The quality makes it strictly for fun but it's very impressive.

The ProGrab digitiser can grab frames quite quickly (especially the PCMCIA version) and like the VLAB Y/C system it will take several runs through a video tape to make sure all pictures have been digitised.

The best solution is undoubtedly the VLAB Motion card, which captures video and compresses it with JPEG compression in real time to store it on disk and play it back. This card costs £1,000 and requires a very fast hard drive.

The MPEG format is designed for video playback and Amiga systems do exists. However, they are rare and encoding is expensive and slow.

■ **Q. I want to play back and record a long animation onto video tape, how do I do it?**

■ **A.** Physically connecting the Amiga to the video recorder depends on your hardware and the quality you require. An A1200 has a colour composite output which can be connected to the AUX Video In connector on a video recorder, or via a suitable lead, through the Scart input socket. Remember to switch your video to AUX IN rather than a TV station.

Some graphics cards (such as the Picasso fitted with Pablo card or the Power Computing Flicker Fixer) will also provide a high quality video signal.

Other models of Amiga may require an external modulator (the A500 or A2000 for example) or a genlock (which although primarily designed to mix Amiga graphics and 'live' video also provides a good video signal from the standard RGB monitor port).

Recording lengthy animations can be done in three ways:

1. Buy about 32Mb of RAM and store the entire animation in memory (not always feasible, unfortunately given the price of memory).

2. Play back the animation in sections, pausing the video recorder between each. This technique will take practice and good timing.

3. Store the animation on hard drive and use a program like *Viewtek* to play it back in one go. For this to work, you may need to take all the individual frames which make up your animation and turn them into one big Anim file. The best software for this is The *Art Department Professional*, which uses a utility called FRED to combine and edit all the frames. In this way you can easily create an animation many megabytes in size, even if you only have a little RAM.

Viewtek comes with a utility called MakeAnim7 which converts a standard Anim file (such as that created with *AdPro/FRED*) into a new Anim7 format. (*Personal Paint* also supports Anim7). Files stored in Anim7 mode play back a lot more smoothly from disk.

■ **Q. I have lots of different animations and titles which I would like to combine with Amiga sound effects and music files. What software do I need?**

■ **A.** You can make simple animations and sound productions using little more than *ARexx* (see last month's Amiga Masterclass for details) but dedicated software is required for the desired effects.

Software like *MainActor* is designed to playback animations and synchronise sound effects, but you can also achieve a lot with Multimedia Software such as *CanDo* or *Scala*. These systems require a little more work, but will definitely provide the best results

■ **Q. Will an FPU make any difference to animation speeds?**

■ **A.** No, a Floating Point Unit will make no difference to animation playback rates or even to a paint program like *Deluxe Paint* or *Personal Paint*. An FPU will, however, speed up any image rendering or image processing jobs by a considerable amount and unless you know for certain you won't need these applications you should buy an FPU at the same time you get an accelerator card. ■

John Kennedy

Masterclass

A new datatype pops up on a cover disk or BBS every few weeks. What the heck they are and what could mean for you? We reveal all.

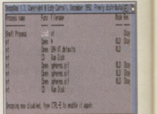
Ever wondered what happens when an Amiga application doesn't know what to do? It doesn't just give up: it asks a datatype for help. Datatypes were one of the few obvious improvements which came along with Workbench 3: you won't be able to use them on Workbench 2.04 or older systems and therefore you'll need to buy a Workbench 3.1 upgrade kit (try Blittersoft 01908 261477 or Brian Fowler Computers 01392 499 755) which consists of new Kickstart ROMS and system software.

What are they?

The idea behind datatypes is to divorce application programs from data formats. Rather than have an application, a paint program for example, worry about all the different file formats let it know about datatypes instead. The specific datatype knows how to decode an image in IFF, GIF or JPEG format – the application program only needs to know that it can ask the datatype to do the conversion on its behalf.

This technique works very well, especially as when a new file format comes along it is only a matter of writing a new datatype. If we happened to invented a new file format with built-in compression called PlopCrunch, then all we need to do is create a PlopCrunch datatype for all the existing programs which support datatypes so it can read the files.

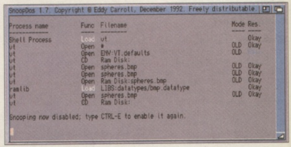
Normally what happens is that the application program will first of all try to use the loading routines which have been programmed into it: these will usually be faster and more flexible. If the application can't load the file in this way, it asks the system if a datatype is available. If so, the datatype loads the file and passes the data to the application program.



```
SnoopDos 1.7. Copyright © Eddy Carroll, December 1992. Freely distributa
Process name          Func Filename                          Mode Res.
------------          ---- --------                          ---- ----
Shell Process         Load vt                                     Okay
vt                    Open *                                 OLD  Okay
vt                    Open ENV:VT.defaults                   OLD
vt                    CD   Ram Disk:
vt                    Open spheres.gif                       OLD  Okay
vt                    Open spheres.gif                       OLD  Okay
vt                    Open spheres.gif                       OLD  Okay
vt                    CD   Ram Disk:

Snooping now disabled; type CTRL-E to enable it again.
```

▲ **Figure 1: VT tries to load but can't.**



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Process name          Func Filename                          Mode Res.
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Shell Process         Load vt                                     Okay
vt                    Open *                                 OLD  Okay
vt                    Open ENV:VT.defaults                   OLD
vt                    CD   Ram Disk:
vt                    Open spheres.bmp                       OLD  Okay
vt                    Open spheres.bmp                       OLD  Okay
vt                    Open Ram Disk:spheres.bmp              OLD  Okay
ramlib                Load LIBS:datatypes/bmp.datatype            Okay
vt                    Open spheres.bmp                       OLD  Okay
vt                    CD   Ram Disk:

Snooping now disabled; type CTRL-E to enable it again.
```

▲ **Figure 2: VT cannot load because it cannot read BMP files. This is easily corrected by adding a BMP datatype.**

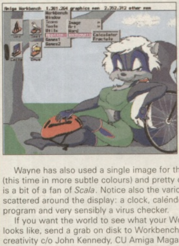
You can see this happening below in a grab of the *Viewtek* (VT) image viewing program in action. I have used the excellent *SnoopDos* utility to see what is going on behind the scenes.

In figure 1 you can see the VT program load, look for some defaults (unsuccessfully) and then load the image file spheres.gif. The VT program already 'knows' how to load GIF files and doesn't need to use a Datatype.

In figure 2, the image is stored in BMP format – the BitMaP format which Windows uses. BMP is pretty sloppy in that it doesn't compress data, but if you deal with PCs you may come across it. VT loads the file a few times but clearly doesn't have a clue how to deal with a BMP file, so it uses the BMP datatype. The datatype opens and then it loads the BMP file on VT's behalf.

Another program which makes extensive use of datatypes is Multiview: the viewing program which comes as standard with the system standard. *Multiview* doesn't know anything but

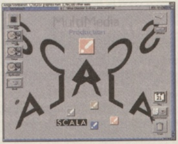
Here's what some readers did with their WB



Since the last plea, several generous readers have sent their Workbench backdrop into the office. Examining other people's screen shots is a great way to get ideas to smarten up your own system: remember even with no additional software you can still use the Preferences tools to give your system a totally unique Workbench display.

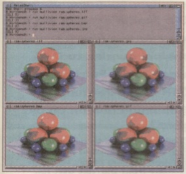
The images this month are provided by Mick Pilgrim from Worksop (see left) and Wayne Oldham (see bottom right) from the Tony Hancock Appreciation Society (details of which can be obtained from 426 Romford Road, Forest Gate, London E7 8DF).

Mick's display uses a coloured backdrop picture (rather than a tiled pattern) in bold colours. He has used a very 1960's OCR-style font for the Icon names and a Menu utility for a 3D appearance.



Wayne has also used a single image for the backdrop (this time in more subtle colours) and pretty obviously he is a bit of a fan of *Scala*. Notice also the various utilities scattered around the display: a clock, calender, trashcan program and very sensibly a virus checker.

If you want the world to see what your Workbench looks like, send a grab on disk to Workbench pieces of creativity c/o John Kennedy, CU Amiga Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Remember to include details of any special utilities you have running, as well as how many colours your display takes up.



▲ **Multiview lives on datatypes enabling it to load most image formats.**

datatypes, which makes it extremely flexible. Not only will *Multiview* load and display any image you have a datatype for, but it will also load and play animations, sounds, text files and even AmigaGuide documents. *Multiview* is a well kept secret and it pays to experiment with it, as it is a very powerful tool.

Besides simple viewing programs like *Viewtek*, some art programs such as *Personal Paint* also support datatypes. Hopefully, with the Amiga's future looking bright thanks to Escom's marketing and pricing policies, more applications will be updated to make use of datatypes and other OS3 specific features. If you feel like complaining that it is unfair of datatypes not to work on OS2 or 1.3 then I'm afraid you won't get much sympathy. If you had a PC you would be falling over yourself to cough up the money for Windows 95, so do yourself a favour and get OS3.1 as soon as you can.

Installing datatypes

An 'out of the box' system includes only a few datatypes: text, AmigaGuide, sound and some image formats are provided in order to give *Multiview* something to play with.

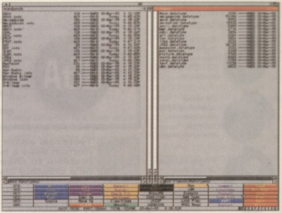
Adding some new datatypes is therefore a good idea and only needs a few seconds work. There is no configuration to do: it's only a matter of copying some files.

Each datatype consists of two parts. The first with have a name ending in .datatype, for example. JPEG.datatype. This file must be copied into the Sys:classes/datatypes/directory.

The second file will be the one with an icon and it will be simply called JPEG or GIF or BMP or whatever. This file must be copied to the devs:datatypes directory.

The screenshot of *Directory Opus* at work, top right, lists the datatypes which have been installed on my system. One of my favourites is the CDXL datatype, which I can use to play snippits of video from old CDTV CD-ROMs. Now *there* was a file format which we should all have heard more about. ■

John Kennedy



▲ **Here Directory Opus lists all the datatypes which I have on my system, my favourite one being the CDXL datatype which I use to play bits from CDTV CD-ROMS. Check out below for an example of this.**

▲ **An image from the Heroic Age of Spaceflight CDROM for the CDTV, loaded via the CDXL datatype.**

Where can I get datatypes?

Where do all the datatypes come from? Most of them are written by Amiga users because they need them for a particular project: and then decide to make them public domain.

The best place to find them is on the Aminet, either a CD-ROM or the Internet site. Look in the Aminet/util/dtype directory for the latest list. Here is the current contents of the Aminet archive at the time of writing.

There is a great spirit of healthy competition to create the fastest and best quality datatypes, especially for image formats and especially for JPEG and GIF types, so it pays to keep a lookout for more up-to-date versions.

You'll also be able to find datatypes on many Bulletin Boards, as well as magazine cover disks. At least now you know what they are actually for ...

`aiff_dtc.lha`	**AIFF/AIFC datatype, v1.11**
`ams.lha`	**Sun audio (.au) and X-Bitmap datatypes.**
`AOM_Raw_dt40.2.lha`	**Loads pics on American/World Vista Atlas**
`binarydt_39.11.lha`	**Displays any binary file**
`BMPdt404.lha`	**Bmp picture datatype v40.4 for >= OS 3.0**
`cdt.lha`	**Highlights c/c++ keywords**
`clidt.lha`	**V39.1 displays standard out of a cli-command**
`DeBox_DT40.2.lha`	**Loads debox images from CDTV/CD32 titles**
`dfadt-391.lha`	**Datatype for DFA**
`exeDT394.lha`	**Executable datatype v39.4 for >= OS3.0**
`FontDT-1.0.lha`	**Datatype for Amiga fonts**
`FontDT-1.1.lha`	**Datatype for Amiga fonts**
`fpHSN_dt40.1.lha`	**A datatype for MaxonMagic's .HSN samples**
`fpVOC_dt40.2.lha`	**Simply the best VOC datatype around!**
`fpWAV_dt40.2.lha`	**Simply the best WAV datatype around!**
`GIFdatatype-39.lha`	**GIF datatype for OS 3.0 and up**
`icon_394.lha`	**Icon datatype v39.4 for >= OS3.0**
`infoDT39.1.lha`	**DataType for Amiga .info files**
`jfif_dtc.lha`	**New JFIF/JPEG datatype (OS 3.0+)**
`jfif_FIX.lha`	**Bugfix for JFIF/JPEG datatype (AGA)**
`JpegDataType.lha`	**A JPEG datatype, 3.0+ and '020+ required**
`MacSND-dtc-107.lha`	**Datatype subclass for Mac sound resource**
`mandt_v39.4.lha`	**Unix manual page datatype v39.4**
`maudDTr1.lha`	**Sound datatype: MAUD IFF Format 32Bit/OS3**
`MREKO-1.0.lha`	**Datatypes for KlondikeAGA cardsets**
`MultiPrint.lha`	**Datatype based printer driver V39.0beta**
`PCX.datatype.lha`	**PCX datatype V39.2 for Amiga OS 3.0 and**
`picdt_42_1.lha`	**C= Datatypes for Windows Icons, .BMP, Mac**
`png_dt.lha`	**PNG Datatype v1.0**
`PostScriptDT.lha`	**PostScript Datatype V39.0**
`QRT_DT.lha`	**Datatype for PovRay dump format (QRT)**
`REKOdt392.lha`	**Datatype for REKO cardsets, needs WB 3.0**
`smpDTr1.lha`	**Sound datatype: Samplevision 32Bit/OS3.0**
`SUNdt396.lha`	**V 39.6 of datatype for Sun Raster images**
`TargaDType.lha`	**Datatype for Targa or TGA images, V 39.2**
`textdtpatch.lha`	**Patches datatype to support searching**
`tiff.dtype.lha`	**TIFF datatype. Convert 24-bit images**
`TIFFDT.lha`	**V40.3 to read TIFF files**
`TPD.lha`	**Tron's PCX DataType 39.7**
`tx16wDTr2.lha`	**Sound datatype: Yamaha TX16W 32Bit/OS3.0**
`WPGdtype.lha`	**Datatype for wpg images, V 39.0**
`ZGIFDT39.16.lha`	**The fastest gif.datatype there is**

Logos, meanings and mysteries:

CD32 queries, ParNET and various other CD ROM-related problems.

All about upgrading RAM, operating systems and processors.

Plug-in hardware of any kind: scanners, disk drives etc.

Answers to queries on particular pieces of software.

Music, sampling, MIDI and anything that makes a loud noise.

Miscellaneous tools to keep your Amiga running smoothly.

Form-feeds, page-breaks, preferences and lots, lots more!

Monitors, TVs, modulators, screen-modes and all that stuff.

Pixels, sprites, animation, pictures. In one small word: graphics.

Spreadsheets, databases, organisers, accounts ...

Everything you need answering about the internet

Not everything fits into a pigeonhole, but anything you like fits in here.

Q&A

Got a problem? Our Amiga experts are on hand to resolve your Amiga queries. Address your technical queries to Q+A, CU Amiga Magazine, 30-32 Farringdon Lane, London, EC1R 3AU. Alternatively email us at Q+A@cuamiga.demon.co.uk.

Technical editor Tony Horgan likes a hardware problem to chew on while he's creating choons.

Mat also likes to get stuck into your Amiga-related problems, when we can finally tear him away from the 'net that its.

Thrash about

When I get a guru error due to program crashing and I reset the computer (soft boot) the hard drive starts going absolutely nuts trying to boot up. While this is going on messages appear saying 'disk not validated' and 'ram:t not found', or it boots all the way through to Workbench and still continues to access. Even when I cold boot after switching off for 30 seconds the hard drive still constantly accesses. Sometimes the accessing stops of its own accord, and other times I need to prompt some disk access from the Workbench which then stops it.

Ben Perry via E-Mail
sbv4@aberystwyth.ac.uk

There's nothing wrong with your drive. This process is quite normal. If your machine was writing to the hard drive and an errant program caused your machine to crash, the disk structure is corrupted. The Amiga's filing system knows about this and will scan through the entire drive and should correct the corrupt structure. This is the constant disk activity you witnessed. Because your Amiga is multitasking, it will still try to boot which causes the drive to thrash rather noisily.

The solution is to reboot with both mouse buttons held down. Select 'Boot with no startup-sequence' in the early startup sequence screen. Then simply wait for the drive activity to finish (don't run any programs) and then reboot again. Fourth Level Developments' (tel: 0117 985 4455) Ami-FileSafe file system doesn't suffer from this problem, so it may be a good idea to get hold of it if this is happening regularly. AFS will also speed up your drives.

Music bugs?

I've just turned 18 and my friends bought me the September issue of CU Amiga as a birthday present. As I am a computer musician, I was delighted to notice that disk 115 included with the issue contained *OctaMED 5.04*.

I started to make a song with it. However, after using it for some hours I found many major bugs in it. The speed commands (Fxx) aren't working and the speed sliders don't have any effect (well, sometimes they do). Also the 9xx command (sample offset) makes the block scroll slower (it's like the Fxx command). The program has also gurued three times for no reason. And when I enter the 8ch mode, samples won't play any more, they just say tick, tick, tick (snap, crackle, pop).

Also the guide which was on the disk doesn't work. Some sections of it work perfectly but most of them don't. The article in the magazine didn't tell much either. Where can I get full documents from? And... where could I get a working copy of *OctaMED 5.04* from? I am disappointed. The program has great potential. Is the CU Amiga version the only one with those serious bugs? I really wish you were able to help me.

Mikko Tuomela via E-Mail
ravel@sci.fi

It's important to remember that all of OctaMED's commands are made up of two hexadecimal digits, although the first digit of most of them is zero. The sample offset command is 19 rather than 9. 9 on its own will change the tempo in OctaMED but is used to change the sample offset in ProTracker. The 0F command is used to change the tempo in OctaMED and also to perform a few miscellaneous tricks, such as triggering notes a number of times on a single line or delaying notes slightly. It's also worth remembering that if you load a Soundtracker module into OctaMED, some of OctaMED's commands are temporarily changed for compatibility with Soundtracker commands.

As for the messed up 8 channel sound, we couldn't get our copy to do it, so we're stumped on that one. Our guess is that you are setting some of the options in the wrong order. OctaMED 6 is highly recommended, as it comes with a printed manual and loads of new features. It's available for £36 in the UK, £39 in the rest of the EC, and £41 in the rest of the world. Payment from overseas should be in the form of a banker's draught or Eurocheque, payable to 'RBF Software'.

Send your order to RBF Software, 169 Dale Valley Road, Southampton, SO1 6QX.

If you're still lost for a solution, you can email your problem to RBF software at rbfsoft@cix.compulink.co.uk.

Bigger A500 HD

I have an ancient Amiga set-up that is great for my needs but needs a slight tuning for perfection. Any help with the following questions would be most useful;

1. I have an A500+ with an A590 20Mb hard drive. I desperately need a larger hard drive. Is the best solution an external SCSI drive linked to the A590 or to dump the 20Mb XT drive and fit a larger drive in the A590 case?

2. The existing drive in the A590 is very slow (230K/s). Is this the drive itself or the controller? If I add a 1Gb drive, will I get 2Mb/s transfer and 9ms seek?

3. I find *ImageFX* (off your cover disk) a fantastic time saver when compiling Imagine renders into animations using the IMP processor. Unfortunately you have not done a tutorial on this powerful tool. Is there any way to find out the commands?
4. If you send me the *ImageFX* manual, I will write a tutorial for publication in your excellent magazine. How about it?
5. I am about to upgrade my processor to the MC68010. Will I have problems with software compatibility? Surely if programs work on the 68020 based Amigas the will work on a 68010?
6. I want to split the output from the RGB port between the modulator (for a composite out to a video deck) and an RGB monitor. If I split the output will I introduce noise to the final output? If so what would be the best way to reduce this noise?

Simon Hortop,
County Durham.

1. Both these options are viable and we know both to have been successfully performed in the past. Which one is best depends on the size of the new drive. If you've bought a cheap 540Mb SCSI drive, there would be little point in the expense of housing it externally just to keep the (slow) 20Mb unit.
2. Unfortunately the A590 SCSI controller isn't very fast either. However with a proper drive mechanism you should get about double that transfer rate. Seek rates will be identical.

Another factor is that the 68000 isn't capable of shifting the data at the highest rate modern drives can handle.
3. Check out this month's ImageFX tutorial which this month covers the IMP batch processor.
4. Nice try.
5. You'll have no problems. Any A1200 compatible material will run on the 68010 (so long as it doesn't need the AGA chipset). This will reduce your rendering times slightly, but perhaps one of the 68020 boards for the A500 might be a worthwhile investment, such as that offered by Power Computing (see their advert in this issue).
6. This isn't really possible on the A500. The problem is not noise but rather that video signals can't simply be 'split' into multiple outputs. They need to be 'buffered' with special circuitry, otherwise the brightness level will drop as it's shared between both devices. This is not acceptable for driving either an RGB monitor or a video recorder. You could connect your monitor to the video output of the video recorder for one possible solution. Since you've shown a keen interest in expanding your A500 based system, we won't recommend outright that you upgrade to an A1200 (considering the spec of your A500 already) but unfortunately the A1200 and A600 are the only Amigas having both buffered RGB and composite outputs.

Dodgy supply

I have an A1200 fitted with an 80Mb hard drive that keeps resetting itself periodically for no apparent reason. This is very annoying, particularly if it happens to do it whilst writing something onto the hard drive. What do you think is wrong with it? Does it sound expensive?

Mr I Williams,
Nottinghamshire.

This could be one of several faults but it's probably down to your power supply. Commodore provided a measly 25 watt unit in the last Amiga batch and these couldn't power their way out of a soggy paper bag. The solution is to purchase a more capable unit from one of our advertisers. Datel's Goliath at £44.99 is a healthy option. You can reach Datel on 01782 744707. However, to find out if this is the problem, you might like to try and swop your power supply with that of an old A500 or even remove the hard drive for a time to see if that helps. If it does, the power supply is almost certainly to blame.

A1200 Tower

I would like some advice before I splurge out on some serious expansion. I have spent more than a reasonable amount of time drooling over the Ramiga Z5 Tower for the A1200, with a view to purchasing a Picasso II board amongst other bits.
1. If I was to install a second-hand motherboard from a CD32 instead of my 1200s, would I gain/lose anything other than the AKIKO chip?
2. Could I Install a SCSI2 hard drive and a Blizzard 1260 accelerator with SCSI controller?
3. Does *PageStream 3.1* have EPS support? If not it's emulator time!
4. *ShapeShifter* and *Emplant*: can they be used together to capitalise on *ShapeShifter*'s ability to read recent Mac ROM chips & Emplant's ports for AppleTalk?
5. If used with a Picasso II board, would these emulators run the Mac version of Dark Forces?

Unknown,
West Sussex

Fitting the Amiga in a Tower case is an excellent idea. A machine of A4000 spec could be created at much lower cost. However Ramiga have gone bust so their Z5 Tower is no longer an option. There are other developers reportedly working on their own and we at CU Amiga know there's a massive market so it's just a question of who comes out with the goods first.
1. Well, you could put a CD32 in a tower but you still wouldn't be able to connect a keyboard or any A1200 trapdoor expansion devices. The CD32 doesn't have those facilities.
2. If you fitted an A1200 motherboard to a tower, yes indeed you could. However, you would have to plug the Zorro slot break-out board into the trapdoor expansion slot in which case your trapdoor is used making it full so you couldn't use an accelerator.

Hopefully, some enterprising developer will create an A1200 Zorro break-out board with a passthrough for accelerators. If you mean with the CD32 motherboard, the answer is definitely no.
3. Yes it does.
4. You could use Emplant to capture the ROM images but the AppleTalk ports won't work with ShapeShifter. Of course if you had an Emplant board you have no need of ShapeShifter at all and can use its Mac emulation which supports AppleTalk. ShapeShifter does, however, support AppleTalk via any SANA-II driver which comes with any Ethernet Zorro card. Perhaps it'll work via the PLIP parallel SANA driver to another Macintosh emulator on another Amiga. Any readers who have tried this, please let us know.
5. Yes indeed you can. In fact we played this and other doom-a-like games on our A4000 running ShapeShifter – and they said the Amiga couldn't do such things!

A right mix up

I use an A1200 with an 80Mb HD and 6Mb of RAM. When I saw your October cover disk for desktop publishing I thought 'that is for me'. Desktop Dreams eh? Dream on, your cover disks as a rule are very good but I think that this one got away. Having worked out a fly poster for an imaginary club, I went to print it.

Now correct me if I'm wrong but I thought that publishing programs were for printing. Not so this one. All I got from the printer was a load of garbage. No nice little sketches I had made, nor was there any of the headlines or text. NOTHING OF THE SORT. 'My God the printers given up on me' I thought. Out with Protext again. Everything worked A O.K. Conclusion, the fault must lie with Desktop Dreams.

Unknown.

Oh dear. We think you might have a slight observational problem. The fact that you missed that the package is called PageStream 2.2 (written in a 97 point font at the top of the cover disk instructions) indicates you might also have missed the fact that you have to set up your printer in PageStream as indeed you have to do in any other DTP package on the planet. Protext has either got your printer driver set-up correctly or is using your Workbench preferences. We recommend that you purchase the manual from Soft-Logik or follow the tutorial closely.

Wrong images

Using your excellent *Image FX* cover disk (CU Amiga June '95), when I go to save out a picture, I am offered a number of file formats. If I choose ILBM I usually end up with very large files. However, if I select JPEG the files are drastically reduced in size.
If JPEG files are so much smaller, surely the other formats are useless? Help?

Nick Speaker
Oxford.

The reason that the JPEG files are smaller is because the use a 'lossy' compression technique, so called because some of the definition is lost in the process, defined by the quality setting. ILBM files include all the original data for each pixel. ■

NO SAES PLEASE
We regret that we cannot respond to readers' queries by post or over the phone. Please do not include stamped addressed envelopes with your letters, as we simply don't have time to answer the thousands we receive. Responses are only possible through the pages of the magazine.

Back chat

Welcome to the pages of the magazine that are dedicated solely to your views and thoughts on all things Amiga. Want to join the party? Write to: Backchat, CU Amiga Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Letter of the month

More power to Escom, they have an impossible job ahead of them. They have to create an Amiga that will keep its head above water against increasingly powerful PCs.

However, the average Amiga user is part of the problem. Joe Amiga seems to be convinced that that it is possible to create an Amiga that blows away PCs, MACs and consoles, has endless memory and hard drive space, for about $500. Please try to understand that 'killer' technology costs and having a top of the line computer means laying down some dinero.

When the Amiga 1000 was born, it was miles ahead of the competition, with its graphics, sound and price. Your A500 has been around for a decade now and it might be time to upgrade. Don't get me wrong – my souped up A1200 will still do things my Pentium won't and I'll take Workbench over Windows anyday but in many respects PCs have passed over the Amiga. What would you rather write a cool new game on? An Amiga, where the standard is still 1-2Mb of memory and no hard drive, or a PC, where the standard is at least 486/33 with 4-8Mb of memory and at least a 300Mb HD! I would be more than happy to spend $1500-$2000+ on a good, powered up Amiga but the existing market won't support it. If you love the Amiga, spend some money, for heaven's sake.

I'm not saying we should go overboard, but we're going to have to try harder if we expect the Amiga to, once again, surpass the clones. Either that, or it is time for the Amiga to redefine itself as a low-cost alternative to power computing - ie. the 'almost as good' computer.

You can't expect the current crowd of A500, A600 and A1200s to push those pixels fast enough. I really don't like to sound this bitter, I love the Amiga but it is quickly losing ground and we Amigans are to blame. Stop treating the Amiga like a toy and then whining when it doesn't put the other computers to shame.

Norman MacDonald, Spokane, Washington USA

Not just a games machine

I feel that people are unduly distressed about the contents and price of the new A1200 pack. Those who only want an Amiga to play games on are probably right in saying it is overpriced, but they must understand that the Amiga is a computer not just a games machine.

With the inclusion of programs such as *Wordworth4* and *Photogenics*, the £400 price tag is justified when you consider that you're getting hundreds of pounds worth of software as well as a top machine.

However, the general rule seems to be to compare the price of the Amiga with the price of the Saturn or the Playstation. This is completely absurd to compare games consoles with computers. I mean, when will you ever see *LightWave* or *Image FX* or the many other excellent programs on any of these 'next generation consoles'?!

Another bone of contention is the lack of games such as *Ridge Racer* on the Amiga but we already have *Pole Position* and *Virtual Karting*. When *Doom* came out nobody thought it could be done on the Amiga but look at *Fears, Alien Breed* and *Gloom*. Someone like Team 17 will bring out games like *Ridge Racer* and *Virtua Fighting* eventually. So what are you all moaning about?

Name and address witheld

Beginner's dilemma

In order to survive, the new Amiga A1200 must have top of the range software like *Scala* and *Wordworth* to help sell it. But what about new users? I remember when I first got my Amiga I didn't have a clue how to use it and, in all fairness, not even your magazine could help me. It's all very well having modern, complicated software but for the Amiga to succeed they need to put in some simple-to-use stuff too, to make new and unfamiliar users feel comfortable. No computer is very easy to use from scratch but the Amiga has this potential. Who really wants to wade through those manuals?

Eamon Mac Anna, Belfast.

There is a certain element of truth in what you say, but there is also a limited amount that Amiga Technologies can supply with the Amiga. Simple software would quickly become useless because, as you said, the Amiga is easier to use than most so you will soon get up to speed with something like Wordworth or Photogenics. As mentioned in the news pages of this magazine we've included a starters guide to the Amiga, which should help new users, but the best way to learn a system is to use it regularly and, boring though it may seem, read the manuals.

Poor man's Doom

Thankfully, after the previous months of uncertainty the Amiga is still here ready and waiting to receive the supposed influx of 'great' titles queuing up to get a look in.

These titles include *Gloom, Fears* and *Alien Breed 3D* and have been heralded as ground breaking *Doom* beaters. Well ground breaking they might be, *Doom* beaters they certainly are not. I may just be nit picking but in these types of games a rocket should explode on impact, and the bad guys should have more life. Instead they hover about aimlessly until they are eliminated in a blaze of anticlimax in an unimpressive two frame animation, as is the case in *Fears*.

Alien Breed 3D, however, is a lot better than *Fears*, though. It has well animated and varying enemies, unfortunately the graphics are too blocky and the gameplay view is confined to that small window. I haven't played *Gloom* so I can't comment on that although it was reported to have no save option, forcing the player to finish the game in on session or start from scratch. This is ridiculous. I've played the *Doom* series and *Dark Forces* on the PC. They are something to behold and sadly the Amiga's batch barely scratch the surface.

It's not just *Doom* clones that have wound me up, I've been waiting for *TFX* for two years now and have just read that *Frontier II* is to be put on hold. It's sickening, Amiga owners have to put up with a lot of rubbish from these people and it's becoming very boring. *Fade to Black*, the 3D sequel to *Flashback* is now available for the PC and it looks stunning. Will it be available for the Amiga? Fat chance, Why? If decent software is there then people will pay for it, even upgrade their machine in order to play it. I whole heartedly agree with Mat Bettinson who wrote an article (welcome to tomorrow, CU Amiga Oct 95 pg 130) stating people will upgrade if they're given a incentive and its true. It doesn't cost that much to improve an A1200 considerably, if I can afford to do it anyone can.

I hope that Amiga technologies get their act together and really try to make the Amiga work, restoring the faith of the consumer and publisher in a machine which is being left at the back of the class due to ignorance and laziness.

The quality of software has to improve and potential buyers have to know of the Amiga's existence through advertising and shop demos.

We've been saying this for years. It would be a crying shame if the Amiga finally fails after all its been through, after so many have worked hard, only for it to be superseded by the current toy consoles.

Jon Mills, Manchester.

Er what???

My company is currently developing a networked marine training simulator based on an Amiga. Could you please advise on possible contacts for companies or individuals, preferably in this area, who could manufacture custom input devices such as azimuth controls for ships' headings etc.

Michael Maccy, Nutec, Unit 3 Southern Deemouth Centre, South Esplanade East, Torry, Aberdeen AB1 3PB. Tel: 01224 248 481.

Eh? Azimuth controls? Ships' headings? Maybe our readers could help? Contact the above address if you can.

Crossed wires?

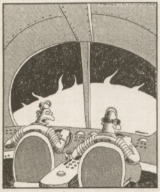
Surely Escom have got their wires crossed somewhere? As a business user, I use my Amiga for a variety of uses, including video and multimedia work and during last year, it seems that every time I walked into a shop or telephoned a computer company, I was told that the Amiga was dead and that I was throwing my money 'down the drain'. I decided to ignore the comments and put my faith back into the only machine capable of performing miracles on a small budget.

Since the Amiga has been out of the picture, the competition have been working on their own 'multimedia systems', effectively moving in on one of the Amiga's strongest markets. Sure, the Amiga still has a few aces up its sleeve but even these are looking shaky. There was a time, not so long ago when the Amiga was the only small budget computer capable of handling multitasking and multimedia marvels. *Light Wave* showed the industry just how serious a machine it was. Today, there are Multimedia machines everywhere, running their own hastily written, *Scala*-type programs and their own versions of *LightWave*.

The Amiga's strongest asset was its ability to perform miracles at a fraction of the cost of similar systems. However, at over £2000 for an A4000T and no low-cost A4000 desktops, the Amiga is being priced at at a rate that makes it out of the reach for most individuals and a cost that might steer business users to the competition. Come on Escom, don't let us down, on the one thing that may destroy the Amiga's long term future.

David McLaughlin, Scotland.

THE FAR SIDE By GARY LARSON



"It's no good, Dawson! We're being sucked in by the sun's gravitational field and there's nothing we can do! ... And let me add those are my sunglasses you're wearing!"

Attention Matt, Loughton

Desperately seeking Matt from Loughton. Yes you, Matt Barlow from Loughton. A chap called Neil Adams form Norfolk has kindly sent in a copy of the BBC emulator that you were asking about in Backchat October 95.

Please send in your full address or contact us here at the office, so we can send it out to you.

Upgrade, why don't you

I totally agree with Mat Bettinson's 'Welcome to tomorrow' points of view in the October issue. The reason the PC is so successful at the moment is that PC owners are willing to buy the latest upgrades in order to play *Doom*, *Doom II*, *Bioforge*, *Dark Forces etc*. When *Quake*, which is *Doom III*, appears it looks like nothing short of a Pentium will do. I have a PC 486 DX2 80MHz 12Mb RAM CD Rom at the moment and that is quite adequate to play 99% of PC games.

In total it has cost me £500 to upgrade from a 286 to present. I got the 286 for free. It really upset me when Amiga owners moan about paying for more RAMetc just to be able to play moderately enhanced games. PC hardware costs a lot more than Amiga stuff and does just the same job, yet PC owners buy extra hardware in their droves!

Here's a small tip, 72 pin Simms advertised for the PC also work 100% okay with Amiga RAM expansions, yet are much cheaper. You can pick up a 4Mb SIMM for only £85 pounds inc VAT and P&P, yet some Amiga suppliers charge £139!

Julian.smith@drugnet.co.uk>

Here's another small tip. Make sure you know whether your expansion board takes single or double sided SIMMS. If you buy the wrong type it simply won't fit, regardless of how cheap it is.

Fears cover disk

Unfortunately there seem to have been some difficulties with last month's Fears cover disk. If you've had problems loading the full three level demo return your disk to: Disk Express 7 Willow Court, Bourton Industrial Park, Bourton on the Water, Gloucester GL54 2HQ. WARNING: please make sure to create your Citadel disk first and keep it before you send this disk back as you will only receive a three level demo of Fears in return for your disk.

TEAM TALK

November 5th, the annual celebration of Guy Fawkes' hot demise, saw the team abandoning their Amigas and heading down to a local hostelry for some liquid sustenance and stories ...

ALAN DYKES

I once knew a bloke called Guy Fawkes! He was small, had mousy blond hair and walked with a limp. He said he was related to the original Guy Fawkes but we didn't believe him until he tried to blow our school up and the cops caught him and burned him at the stake. This is genuine. True. Honest.

LISA COLLINS

I hate Guy Fawkes night actually. It's the fireworks that annoy me most. In fact I hate planes, trains, tubes, ships, cars, crowded pubs, open spaces, closed spaces, people coughing, silence, scary stories, moonlight, empty telephone boxes, but most of all fireworks that go whoosh-bang and make me jump.

TONY HORGAN

When I was a kid we used to create what were known as smellyworks. This involved finding a large dog turd, sticking a firework in it and setting it off. It created an awful mess and our mums used to kill us but it was great fun. But don't try this at home folks and always wear rubber gloves and goggles.

MAT BETTINSON

"What's Guy Fawkes night?" asked our Antipodean staff writer. After the niceties of the execution of a 17th century terrorist and the subsequent celebrations were explained Mat exclaimed: "do you really need such a lousy excuse to drink beer and set things on fire?" In Australia they do this all the time. It's called 'a barbie'.

HELEN DANBY

I went to a fortune teller when I was very young who predicted that, when I grew up, I would go to Art school and work with the letter A. I didn't believe her because, at the time, I wanted to be a nurse and work with children. I suppose in way I did end up working with children but that's another story. (Watch it–Ed).

JOHN KENNEDY

Whilst sitting in my local pub one night I could have sworn that my pint of guinness was talking to me. It said: "John go be a man, get yourself a wife, start your own business and buy a house". Not being one to ignore anything supernatural I went straight out and did what it told me to do.

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Points of view

Windows 95 Good for the Amiga?

Andy Leaning, ex-technical editor of CU Amiga Magazine and current technical editor of our sister PC magazine PC Review argues that Windows '95 is good for the Amiga.

There can be few people in the world who missed the launch of the latest operating system for PCs, Windows '95. Microsoft are spending a reported $700million on the launch and subsequent marketing. Every major country was subjected to a barrage of marketing stunts such as painting fields around airports with the Windows '95 logo.

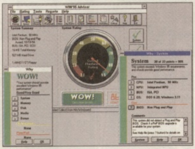
What has this got to do with you? Surely such an onslaught will attract more users to the PC market, away from Amiga technologies' home computer. Well yes and no. Yes, the mass advertising behind Windows '95 will help the PC cause but I also believe it will considerably help the Amiga.

A better option

There are two main reasons why I think Windows will help the Amiga. First, Windows '95 will initially drive up prices of hard drives and RAM, making the Amiga look an even more attractive cost option. How? As Windows needs more RAM, 8Mb at least, and swallows drive space millions of Windows '95 users around the world will be upgrading.

However, for the immediate future at least, there aren't enough Simms and hard drives to meet demand thus forcing the price up. It's expected that single Simms will raise in price by almost 30% in the next six months, making new PCs and PC upgrades more expensive.

The Amiga, however, with its low overheads, doesn't need huge hard drives and memory and will be cheaper by comparison. People wandering into dealers showrooms looking for PCs will be faced with having to pay more than they expected for a PC and then see a cheaper Amiga doing pretty similar stuff for much less.



Windows '95: not really offering anything new that the Amiga hasn't already been doing for ten years.

'Pretty similar stuff': there lies the second reason why I suspect Windows '95 will help the Amiga. Take a look at the features list of Windows '95: multitasking, plug 'n' play, easier configuration for games, no more MS-DOS (cough!), icons that can dragged around the desktop.

Heard this before? Of course you have, approximately ten years ago to be precise, just about the same time the Amiga was launched, the reason – because these are just some of the technical advantages that the original Amiga had and it had them ten years ago! But in the last ten years the Amiga operating system hasn't stood still, it's undergone numerous improvements. Today's models are fine tuned. Their multitasking is highly efficient, the plug-and-play equivalent in AmigaDos near perfect (compared to the first PC version in Windows 95) and works on every Amiga – rather than just the more recent models, games almost always work first time and, well you get the idea.

The end result is that the Amiga operating system and hardware will appear to do a much better job of these 'new' features than the PC and anyone (even those without computing experience) will recognise this. Now think of all that expensive marketing Microsoft is pumping out – the result will naturally be thousands and thousands of eager people flooding through the doors of dealers, like Escom and Silica. Invariably such people will have a play with the PC first dragging icons around, clicking on the infamous Start button and pressing keys. The two representative stores I named earlier were chosen because they are two of the larger retailers, with stores in most towns. But these two chains also happen to carry both the Amiga and PC, as do many other dealers, so there's more than a good chance that new users going into such stores will see the Amiga, sitting there strutting it's stuff, doing it better, and doing it for hundreds of pounds less.

Easily swayed

Of course millions of people around the world will still go for the PC, there are plenty of reasons to do so. I'm not for one minute suggesting that the Amiga is a better computer, or worse for that matter. However there will be many people who will be swayed, by the cheaper Amiga option.

These new users will want the same kind of software that they could get for the PC and will bring valuable extra spending power to the Amiga market, encouraging software houses like Softwood, Softlogik, Digita etc to spend more on R&D and produce better titles.

Of course this could all be a pipe dream, but I for one don't think so, and neither do several of the larger dealers now stocking the Amiga again after its recent sabbatical. See you in the stores. ■

Andy Leaning

The opinions expressed in this article are not necessarily those held by CU Amiga Magazine. If you hold an opinion on this or any other related subject then email us at: CUAMIGA@cu-Amiga.demon.co.uk

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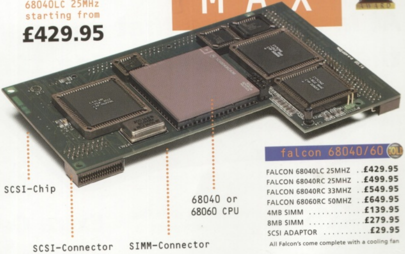

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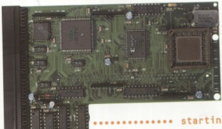

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Release date: 18th October

Player Manager 2 Extra - The Chase for Glory **is the Amiga 1200 version of the chart topping Player Manager 2.**

Graphically enhanced throughout, *Player Manager 2 Extra* boasts a multitude of thrilling new features, exciting options and great sound effects.

Player Manager 2 Extra **remains the only game that allows you to play for the team you manage giving action on and off the pitch.**

A choice of four playing views

Winning Features

- Tactics Designer with powerful ray trace facility
- Active transfer and loan markets
- Train players from schoolboys to multi million pound stars
- All the domestic and European cup competitions
- A choice of four playing views. Play as a team or in position
- 1-4 Players
- Thrilling match reports
- Alan Hansen predicts
- Greatest games, greatest goals, champions, disasters and scandals - READ ALL ABOUT IT.

Registered users buy this great new version for only £10.00 (includes P&P). Contact Anco for details.

Detailed Management Tools

Extra Gameplay

New for the Amiga 1 00

- Real Teams - Real Players - Real Stats
- Unique skill, coach and management assessment tools to pick your best team
- Three skill levels
- Animated scoreboard style predict and after match highlights
- Challenge round. Use bonus points won to secure a management position with a big name club
- Manager and player awards. Will you be named Manager of the Month?
- Enlarged coaching section
- Endure the dreaded press conference after the big games.
- Comprehensive manager assessment throughout the year.
- Player Manager World - Up to 8 players compete to see who really has created the ultimate team.

Stunning New Graphics

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Screenshots are illustrative of gameplay only and may vary from format to format. Requires a joystick.